
Ops and Tactics: Field Identification Guide Volume 2

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Dedications

Craft wishes to thank the following –

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And finally to all those that read and enjoy this, and may your games be fun, adventurous, and enjoyable. Written and designed by **Craft**, with help from **Colt** and an anonymous editor, and input and approval by **Sweet Soul Bro !!H5XdMKmBv5G**.

Credits

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Monsters and NPCs were written and/or supplied by Craft and Colt. Special thanks to Colt for his proofreading work, suggestions, and refinement of the monster rules and special abilities.

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Chapter I

Enemies, NPC and Monster Statistics

Monsters, enemies, and NPCs are vital to any campaign, setting, or world. A world cannot exist without monsters to conquer, people to talk to and interact with, and fill out a world. The sections below will give a GM a multitude of ready to use enemies and monsters. Below is information detailing common sizes, modifiers, typical reach ranges, and fighting spaces.

Size	Modifiers to Defense and Attack Rolls	Grapple Modifiers	Modifiers to Stealth Checks	Dimensions	Weight	Typical Fighting Space	Reach
Colossal	-8	+16	-16	64' or more	250,000 lb. or more.	30' by 30'	15'
Gargantuan	-4	+12	-12	32-64'	32,000-250,000 lb.	20' by 20'	15'
Huge	-2	+8	-8	16-32'	4,000-32,000 lb.	15' by 15'	10'
Large	-1	+4	-4	8-16'	500-4,000 lb.	10' by 10'	10'
Medium	+0	+0	+0	4-8'	60-500 lb.	5' by 5'	5'
Small	+1	-4	+4	2-4'	8-160 lb.	5' by 5'	5'
Tiny	+2	-8	+8	1-2'	16 oz.-8 lb.	2½' by 2½'	0'
Diminutive	+4	-12	+12	6"-1'	2-16 oz.	1' by 1'	0'
Fine	+8	-16	+16	6" or less	2 oz. or less	6" by 6"	0'

Table 1: Creature Sizes

Weight assumes that the creature is roughly as dense as a regular animal. A creature made of stone or metal will weigh much more. A gaseous creature will weigh much less.

Creature Types

A creature's type determines many of its characteristics and abilities: physical ability scores, Hit Die type, Base Attack Bonus, Saving Throw Bonuses, skill points, feats, and special qualities. Mental ability scores (Intelligence, Wisdom, and Charisma) can vary widely among creatures of a type; unless a type description specifies a particular score for one of these abilities, the GM will assign values as they deem appropriate. A creature belongs to one of the fourteen types described below. A single creature cannot have more than one type. Table: Creature Saving Throws and Base Attack Bonuses provides the modifiers to a creature's Saving Throws and attack rolls based on its type and Hit Dice.

Creature's HD	Good Save Bonus	Poor Save Bonus	BAB (A)	BAB (B)	BAB (C)
1 or less	+2	+0	+0	+1	+0
2	+3	+0	+1	+2	+1
3	+3	+1	+2	+3	+1
4	+4	+1	+3	+4	+2
5	+4	+1	+3	+5	+2
6	+5	+2	+4	+6	+3
7	+5	+2	+5	+7	+3
8	+6	+2	+6	+8	+4
9	+6	+3	+6	+9	+4
10	+7	+3	+7	+10	+5
11	+7	+3	+8	+11	+5
12	+8	+4	+9	+12	+6
13	+8	+4	+9	+13	+6
14	+9	+4	+10	+14	+7
15	+9	+5	+11	+15	+7
16	+10	+5	+12	+16	+8
17	+10	+5	+12	+17	+8
18	+11	+6	+13	+18	+9
19	+11	+6	+14	+19	+9
20	+12	+6	+15	+20	+10
21	+12	+7	+15	+21	+10
22	+13	+7	+16	+22	+11
23	+13	+7	+17	+23	+11
24	+14	+8	+18	+24	+12
25	+14	+8	+18	+25	+12
26	+14	+8	+19	+26	+13
27	+15	+9	+20	+27	+13
28	+15	+9	+21	+28	+14
29	+16	+9	+21	+29	+14
30	+16	+10	+22	+30	+15
...and so on following the pattern...					

Table 2: Creature Saving Throws and Base Attack Bonuses

Base Attack Bonus (A): Use this column for aberrations, animals, constructs, elementals, giants, sapients, oozes, plants, and vermin.

Base Attack Bonus (B): Use this column for dragons, mystical beasts, and outsiders.

Base Attack Bonus (C): Use this column for fey and undead.

Creature Combat Point Ratings and Size

Below is a chart that is to be used for determining Combat Points for any user-generated generated monsters.

Size	CP (A)	CP (B)	CP (C)
Colossal	3d4	4d4	2d4+2
Gargantuan	3d4+1	4d4+1	2d4+3
Huge	4d4	5d4	3d4
Large	4d4+1	5d4+1	3d4
Medium	4d4+3	5d4+3	3d4+1
Small	5d4	6d4	3d4+1
Tiny	5d4	6d4	4d4
Diminutive	5d4+1	6d4+1	4d4+2
Fine	5d4+2	6d4+3	4d4+3

Table 3: Combat Point Ratings by Size

Combat Points (A): Use this column for aberrations, animals, constructs, elementals, giants, sapients, oozes, plants, and vermin.

Combat Points (B): Use this column for dragons, mystical beasts, and outsiders.

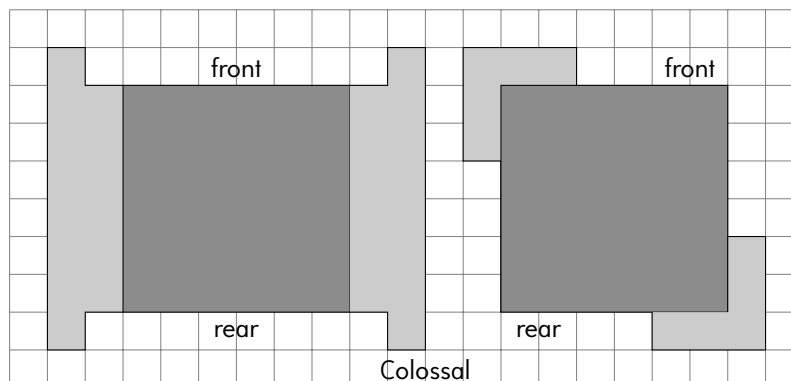
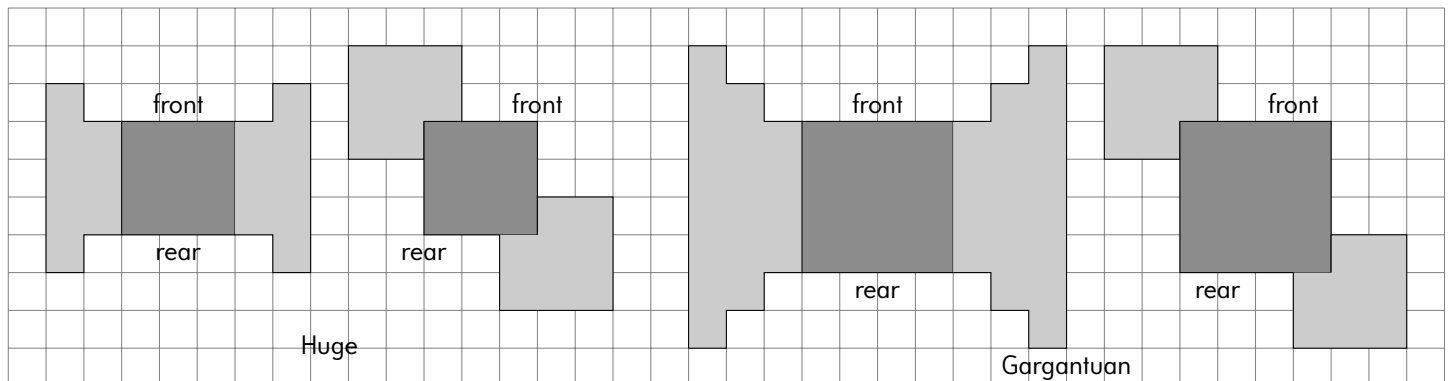
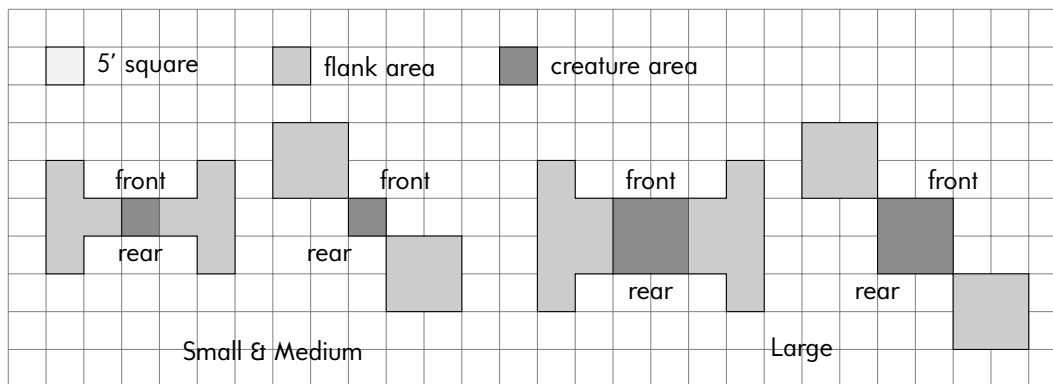
Combat Points (C): Use this column for fey and undead.

Statistics Block

This portion of a monster description contains basic game information on the creature.

Name, Size, and Type These are the names by which the creature is generally known. (The descriptive text may provide other names.) This line also describes size and type. A size modifier applies to the creature's Defense score and attack bonus. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below). The size and type line continues with the

creature's type. Type can determine how Magic, Psionics, and Incantations affect a creature. Type determines certain features, such as Hit Dice size, Base Attack Bonus, base Saving Throw Bonuses, and skill points. A creature's size also determines the thresholds for when it incurs both bleed damage and extremity damage, after any applicable Damage Reductions (see pg. 64 of the Core Rulebook for more details). For creatures sized Medium or smaller, the threshold is 3 damage suffered, Large creatures 6 damage suffered, Huge creatures 9 damage suffered, Gargantuan creatures 12 damage suffered, and Colossal creatures 15 damage suffered.



Hit Dice (HD) This line gives the creature's number and type of Hit Dice, and lists any bonus to its Hit Points from its Constitution modifier or other miscellaneous modifiers. A creature's Hit Dice total is also treated as its Character Level for determining its maximum possible ranks in a skill.

Core Hit Points (CHP) A creature's Core Hit Points are determined by multiplying its number of Hit Dice by 3, and adding its current Constitution modifier plus other miscellaneous modifiers

to the result. This calculation is only done once at the monster's creation, and then again when either the monster's Constitution score or its size changes (this usually occurs at the same time). GMs may also recalculate this with every additional Hit Dice if desired. GMs may also adjust a monster's Core Hit Points to what they believe is proper for it, but a monster usually would not have more Core Hit Points than Extended Hit Points (except at low levels). Another option for to calculate the Core Hit Points for certain creatures (such as a specific race of Outsiders, Sapient,

etc...) could be for the GM to create a racial Hit Point formula (i.e. CON score + [a number]) as presented in the Core Rulebook.

Extended Hit Points (XHP) A creature's Extended Hit Points are determined by rolling its Hit Dice and adding its Constitution modifier (and doing so with every additional level or HD it gains), plus other miscellaneous modifiers. A creature's entry gives the creature's average Extended Hit Points.

Combat Points (CP) This line gives the amount of Combat Points that a creature has available to spend per round. If the creature has other modes of movement, these are given in the monster's Special Qualities listing.

Burrow The creature can tunnel through dirt, but not rock unless stated. The creature burrows at a cost of 10 Combat Points per 5 feet unless otherwise noted.

Climb A creature with climb has the Athletics skill as a focused skill, and gains a +8 species bonus on Athletics checks for climbing. The creature must make an Athletics check to climb any wall or slope with a TN greater than 0, but it can always choose to take 10, even if rushed or threatened. The creature can climb per a designated amount of distance at the given Combat Point cost. If it attempts an accelerated climb, it moves at half of the normal Combat Point cost (rounded down) per 5 feet, and makes a single Athletics check at a -6 penalty. The creature retains its Dexterity bonus to Defense while climbing, and opponents get no special bonus on their attack rolls against the climbing creature.

Fly This denotes that the creature is capable of flight. All creatures capable of flight include a parenthetical notion indicating maneuverability (see Table: Flight Maneuverability). The creature can fly per a designated amount of distance on a level angle of flight at the given Combat Point cost if carrying no more than a medium load. A creature cannot fly while it is carrying more than the medium load for its carrying capacity unless otherwise noted in its profile (see pg. 8-9 of the Core Rulebook for more details). The creature's flight maneuverability rating (see below) is decreased by one category (to a minimum of Clumsy) for each level of encumbrance over a light load. Unless a creature possesses a Perfect maneuverability rating, a creature must spend a quarter of its total amount of Combat Points (rounded down) to begin flying and cannot do so if it does not have enough Combat Points.

A creature may also choose to hover in place according to its maneuverability rating (see Table: Flight Maneuverability). Even if a creature's maneuverability rating would not normally allow it to hover, the GM may make an exception to the rule if such is needed. Once the creature is flying or hovering, it can move normally as per its rating in Table: Flight Maneuverability and needs only to spend as many of its Combat Points as are necessary to continue flight unless it lands or ceases flight. A GM must determine if a creature actually has enough space in its current location or surroundings to properly utilize its flight and/or hovering capabilities.

If a creature requires the use of special locomotive limbs (such as wings) to fly, these may be targeted and attacked as per the Called Shot rules for attacking an arm in the Core Rulebook (see pg. 79 of the Core Rulebook for more details). If a creature's

wings are sufficiently damaged it may no longer fly until it heals at least as much damage as was inflicted to its wings. The GM decides how much damage is necessary to disable flight and how many wings need to be damaged to disable a creature's ability to fly. Creatures that fly can make dive attacks. A dive attack works just like a normal attack, but the diving creature must move a minimum of 30 feet. The creature can make only bite or claw attacks (otherwise it cannot utilize this ability), but these deal double damage. This form of attacking may only be used if the creature has enough Combat Points to perform the attack as if it were on the ground and its foe were within its reach.

Aerial Movement Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, flying gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating, as shown on Table: Flight Maneuverability. The entries on the table are defined below.

Minimum Forward Distance The listed fraction denotes the minimum amount of distance that the creature must fly in its turn to stay aloft. The amount of distance needed is rounded down to the nearest 5 feet. An example would be if a griffon can fly 260 feet total using all of its Combat Points in one round, it must fly at least 65 feet (3 of its Combat Points used) within its turn to maintain flight. If a flying creature fails to maintain its minimum forward distance it must land at the end of its movement. If it is too high above the ground to land properly (determined by the GM's best guess to the circumstances), it falls straight down, descending to a maximum 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage based on the distance fallen as per the rules for falling (see pg. 91 of the Core Rulebook for more details). If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a [TN20] Reflex Saving Throw to recover. Otherwise it continues to fall at a maximum of another 150 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover This denotes whether or not a creature has ability to stay in one place while airborne.

Fly Backward This denotes whether or not a creature has ability to move backward without turning around.

Reverse This denotes how many Combat Points that a creature must use to start flying backward.

Turn This denotes the degree of angle that a creature can turn after covering the noted distance. The creature still must use Combat Points to move the required distance.

Turn in Place This denotes the degree of angle and how many Combat Points that a creature must use to turn in place.

Maximum Turn This denotes how much the creature can turn in any one space.

Up Angle This denotes the angle at which the creature can climb if such information is ever needed.

Up Speed This denotes how fast the creature can increase its altitude in one round at its rate of flight distance (i.e. if a creature can fly at a rate of 20 feet per 1 Combat Point, and it has an up speed of "half", it can only increase its altitude at a rate of 10 feet per 1 Combat Point while it is flying). This result, after division, is rounded down to the nearest 5 feet, and to a minimum of 5 feet if the result would render the rate to less 5 feet.

Down Angle This denotes the angle at which the creature can descend if such information is ever needed.

Down Speed A flying creature can fly down at twice its normal flying speed.

Between Down and Up An average, poor, or clumsy flier must fly level for the listed minimum distance after descending and before climbing. Any creature capable of flight can begin descending after a climb without an intervening distance of level flight.

Flight Maneuverability					
	Perfect	Good	Average	Poor	Clumsy
Minimum forward distance	None		Quarter	Half	
Hover	Yes			No	
Fly Backward	Yes		No		
Reverse	Free	2 CP	No		
Turn	Any	90º/10ft	45º/10ft	45º/15ft	45º/20ft
Turn in place	Any	90º/2 CP	45º/2 CP	No	
Maximum turn	Any		90º	45º	
Up angle	Any		60º	45º	
Up speed	Full	Three-quarters	Half		
Down Angle	Any			45º	
Down speed	Double				
Between up and down	0ft		5ft	10ft	20ft

Table 4: Maneuverability

Flight Maneuverability Ratings These provide a brief idea of a flying creature's maneuverability.

Perfect The creature can perform almost any aerial maneuver it wishes (Example: Hummingbird).

Good The creature is agile in the air, but cannot change directions readily as one with perfect maneuverability (Example: Hawk).

Average The creature can fly as adroitly as a small bird. (Example: Sparrow).

Poor The creature flies as well as a very large bird (Example: Vulture).

Clumsy The creature can barely fly at all (Example: Sugar Glider).

Run This denotes that the creature can move on the ground at a high rate of speed. The creature can move on the ground per a designated amount of distance at the given Combat Point cost, but only if it has first moved at the normal Combat Point cost (1 Combat Point per 5 feet) for at least 15 feet in a straight line. Regardless of whether or not a creature moves the full distance that 1 Combat Point allows it to, it always uses at least 1 Combat Point to move. A GM must determine if a creature's current location or surroundings would be conducive to properly utilize this capability, such as a flat plain with few obstacles like a grassy field or a paved road versus the winding corridors of a building or forest with many trees. If not in a conducive location, the creature must move at the normal cost of 1 Combat Point per 5 feet. If a creature must change its course of travel in a drastic manner (such as a 90-degree turn), the creature, after changing its facing toward its desired direction, must move at the normal Combat Point cost (1 Combat Point per 5 feet) for at least 15 feet in a straight line before it can run again. If a creature ends its turn while still running, it counts as still running at the beginning of its next turn and does not have to once more start running. If a creature has suffered extremity damage to one or more of its locomotive limbs (i.e. legs) it may no longer run at its rate of speed and it must move at the normal rate of 5 feet per 1 Combat Point until it heals at least as much damage was inflicted to its locomotive limb(s). In the event of a creature with more than four legs, the GM determines how many locomotive limbs must be damaged to disable this ability. A creature can run while it is carrying more than the light load for its carrying capacity (see pg. 8-9 of the Core Rulebook for more details) but incurs all of the

normal penalties for Combat Point usage that a player character would (i.e. a creature that uses 1 Combat Point to run 15 feet and is currently carrying medium load must use 2 Combat Points to run 15 feet), otherwise noted in the creature's profile.

Swim This denotes that the creature is adept at swimming. A creature with swim can move through water per a designated amount of distance at the given Combat Point cost and without making an Athletics check. It gains a +8 species bonus on any swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if distracted or endangered when swimming. Creatures can swim at a faster rate, moving at half the normal Combat Point cost (rounded down), provided they move only in a straight line. The creature does, however, lose its +8 bonus to perform a special action or avoid a hazard while swimming. The GM determines what constitutes a body of water (or other liquid) sufficient enough in size for a creature to gain any bonuses or utilize this ability.

Structure This line describes the creature's overall form and general shape including other relevant information such as whether or not a creature has other targetable extremities such as tails or wings. In the event that one of a creature's locomotive limbs is damaged, it loses its ability to Run (if applicable, or even swim at normal speed if the GM deems appropriate) and use its Trample ability (if applicable) in addition to the other penalties caused by leg (and possibly arm if applicable) extremity damage. In the event that a creature does have a tail(s) or wings, a tail

counts a leg and a wing counts as an arm for the purposes of an attacker's penalty to hit the extremity with a Called Shot attack. Sufficient damage to a creature's tail disables its use as a weapon (if applicable), and sufficient damage to a creature's wing disables its ability to fly unless could still reasonably fly with its remaining wings (generally this would be a creature that possesses at least 4 wings.)

Amorphous (Blob) The creature's body is very malleable and has no definitive shape (except perhaps vaguely round). As such it has no targetable extremities. An amorphous creature tends to be able to deform its body to fit through spaces smaller or more narrow than its general size. As to whether or not an amorphous creature is capable of doing this, and to what extent it could reshape its form, is determined by the GM.

Arthropod The creature's body is like that of various crabs, lobsters, insects, scorpions, spiders, etc. The general bodily structure of these creatures tends to consist of a thorax and/or abdomen (torso), and a number of legs denoted. However, given that there are many different species of arthropods, many of them also have other extremities such as claws, tails, wings, etc. Such information is denoted in the line of information. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Bipedal (Avian) The creature stands upright and possesses a form like that of a normal bird; with a head, torso, two wings, two legs, and two feet (legs and feet are necessary to use claws or talons, if applicable). If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Bipedal (Humanoid) The creature stands upright and possesses a form like that of a normal human; with a head, torso, two arms, two hands (arms and hands are necessary to use claws or talons, if applicable), two legs, and two feet. Certain dinosaurs can also possess a form similar to this, save for the lack of what would be considered an "upright" stance. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Quadruped The creature stands on four limbs that act as legs and sometimes like arms. Examples include bears, boars, dogs, lions, etc. Such creatures have a head, torso, two forelimbs (which act as legs and may act as arms in some instances), two fore paws (that may act like hands in some instances and along with arms or forelimbs are necessary to use claws or talons, if applicable), two hind limbs (which act as legs), and two hind paws or feet. If at least half or more of a creature's locomotive limbs or extremities incur sufficient damage the creature drops to a Prone

position and can only spend enough Combat Points to move 5 feet every round, cannot pick itself up, but can otherwise spend Combat Points as normal (see pg. 64 of the Core Rulebook for more details).

Snake/Worm-like The creature has an elongated, tube-like and often flexible body usually with no limbs or extremities (save for a head in the case of snakes). The creature's main body is also usually utilized as its main means of locomotion and if it incurs sufficient damage it is treated as if it has locomotive limbs that have suffered extremity damage.

Other/Special The creature has a structure or shape that does not conform to the previously listed types. Relevant information about its form is denoted (i.e. cube-like, etc.).

Initiative This line gives the creature's modifier on Initiative checks.

Defense This is the attack roll result that an opponent needs to exceed to successfully hit the creature. A creature's Defense includes a parenthetical mention of the modifiers contributing to it. The creature's "Touch" Defense (discounting natural armor and other armor modifiers), and "Flat-Footed" Defense (discounting Dexterity bonus) are provided as well. In the event that a Called Shot is used to attack an extremity of a creature, the GM may determine as to whether or not the extremity in question is "armored" or "resistant" enough (based on the GM's best guess if such information has not been denoted) to apply the creature's full Defense bonus or only apply the creature's Touch Defense (as a character with unarmored extremities would if attacked in such a manner) as the score necessary to beat for the attack roll to be successful. By default, a creature's main body (i.e. abdomen/thorax or torso) is considered to be protected by its natural armor. A creature's or player race NPC's Defense is equal to: **10 + Dexterity modifier + Equipment bonus (if applicable) + Size Mod + Movement modifier (if applicable) + Miscellaneous modifiers.**

Base Attack Bonus (BAB) The number on this line is the creature's Base Attack Bonus.

Grapple This line is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. Monsters and player race NPCs calculate their grapple bonus differently from player characters. It is calculated thus: **Base Attack Bonus + Strength modifier + Size modifier + Miscellaneous modifiers.**

Attack(s) This line shows the kinds of attacks that the creature uses. In most cases, this is also the attack the creature uses when making an Attack of Opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature has several different weapons at its disposal, the alternatives are shown in its profile. The statistics of each of the creature's weapons are noted. Damage from an attack is always at least 1 point, even if a subtraction from a die roll due to a penalty (such as a Strength

penalty) reduces the result to 0 or lower. This does not apply to Damage Reductions or Energy Resistances if such would reduce the damage of an attack to 0 or less. Creatures use the same amount of Combat Points when attacking as characters do. A creature's or player race NPC's attack bonuses are calculated thus:

Melee: **Base Attack Bonus + Strength modifier + Size modifier + Miscellaneous modifiers.**

Ranged: **Base Attack Bonus + Dexterity modifier + Size modifier + Miscellaneous modifiers.**

Natural Weapons Natural weapons include teeth, claws, horns, and the like. The weapon, attack bonus, and form of attack (Melee or Ranged), are provided in a creature's entry. For the purposes of Combat Point use, the size of a creature's natural weapons are considered one size smaller than the creature, to a minimum size of Fine (therefore a Medium creature's natural weapons are considered Small and use Combat Points as a Small weapon does) unless otherwise noted in the description. Unless otherwise noted, natural weapons threaten Critical Strikes on a natural attack roll of 16-18.

Bite The creature attacks with the teeth in its mouth, dealing piercing damage.

Claw, Rake, or Talon The creature attacks with a sharp appendage, dealing slashing damage.

Gore The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam The creature batters opponents with an appendage or part of its body, dealing bludgeoning damage.

Sting The creature stabs with a stinger, dealing piercing damage. Stingers are often poisoned.

Space/Reach This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number on this line is the creature's space, or how many feet (on the battle grid) one side of the creature occupies. The number after this is the creature's natural reach. If the creature has exceptional reach due to a weapon or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Qualities Many creatures have unusual abilities. Additional information (when needed) is provided in the creature's descriptive text. When a special ability allows a Saving Throw, the kind of Saving Throw and the Saving Throw TN are noted in the descriptive text. Most Saving Throws against special abilities have TNs calculated as follows: 10 + ½ the attacker's Hit Dice + the relevant ability modifier. The Saving Throw TN is given in the creature's description along with the ability on which the TN is based.

Saves This line gives the creature's Fortitude, Reflex, and Will Saving Throw modifiers. In the event that a Saving Throw modifier is affected or otherwise changed due to equipment or other such means, the modified value will be denoted in parentheses after the original value.

Abilities This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. In the event that a creature's or NPC's ability score is affected or otherwise changed due to equipment or other such means, the original value will be the first value listed and the modified value will follow in parentheses.

Quadrupeds can carry heavier loads than bipeds can (see pg. 8-9 of the Core Rulebook for more details). Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once. A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language.

Nonabilities Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is —. Other effects are as follows:

Strength Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score cannot exert force, either because it has no physical body, or is immobile. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its Base Attack Bonus, instead of its Strength modifier. Monsters and player race NPCs do not have the Focus or Power aspects of the Strength ability score as player characters do; monsters and player race NPCs instead apply their full Strength score modifier to all relevant uses of it (i.e. Melee attack bonuses and bonuses to damage).

Dexterity Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity cannot move. If it can act, the creature applies its Intelligence modifier instead of its Dexterity modifier to Initiative checks. The creature fails all Reflex Saving Throws and Dexterity checks. Monsters and player race NPCs do not have the Agility or Marksmanship aspects of the Dexterity ability score as player characters do; monsters and player race NPCs instead apply their full Dexterity score modifier to all relevant uses of it (i.e. Defense score bonus and ranged attack bonuses).

Constitution Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude Saving Throw unless the Saving Throw also works on objects, or is harmless. The creature is also immune to Ability Damage, Ability Drain, and it always fails Constitution checks.

Intelligence Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions, it is immune to all mind affecting effects and automatically fails Intelligence checks.

Wisdom Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score has no Wisdom score.

A note on Ability Focuses

Player Race NPCs were written lacking in Ability Focuses for Strength and Dexterity primarily due for the sake of simplicity. If so desired however, a GM may assign Ability Focuses to a Player Race NPC as deemed fit based on the ability score modifiers just as a Player Character would, with all of the necessary adjustments to any and all statistics that would be affected by such.

Skills This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor penalties, and any bonuses from feats or racial traits). All listed skills are focused skills. A creature's type and Intelligence determine the number of skill points it has. The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers unless the creature has species or other such relevant bonuses. A parenthetical notation beside the relevant Skill score in the Skills section of the descriptive text indicates a conditional adjustment—one that applies only in certain situations (as is noted).

Natural Tendencies Some creatures simply are not made for certain types of physical activity. If it seems clear that a particular creature simply is not made for (proficient) a particular physical activity, that creature takes a –8 penalty on skill checks that defy its natural tendencies. In extreme circumstances the creature fails the check automatically.

Feats This line gives the creature's feats.

Organization This line is used to delineate typical formations and groups that monsters and NPCs might form. A range of values in parentheses indicate how many combat-ready individuals are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include the young, the sick and/or injured, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures (usually Sapient beings), whom it serves in some capacity. The various formations mentioned need not be interpreted as how many creatures are present at one very specific location (such as a room), but rather how many may be in one general or relative location (such as a building) during a combative or peaceful encounter.

Battle Value (BV) This shows the assumed Battle Value for the creature. This is weighted against the Battle Value of the characters. Battle Value determines the XP the creature gives when defeated.

Calculating Battle Value Battle Value can be somewhat amorphous; it is not always clear what a creature's Battle Value should be in an exact sense. The following method can be used to more exactly determine what a creature's Battle Value should be. Start by adding the creature's number of Hit Dice and its natural armor bonus. From there, add together the Battle Value of its natural and/or manufactured weapons. Natural and manufactured weapon (such as firearms or melee weapons) BV is calculated as per the rules in Table: Encounter Level in the Core Rulebook (see pg. 209 of the Core Rulebook), with an additional 2-3 BV if it possesses at least secondary damage effect such as poison or the ability to trip. Manufactured and worn armor is likewise calculated as in the Core Rulebook (see pg. 209 of the Core Rulebook).

Creature	
Modifier	BV Worth
Creature's Character Level/Hit Dice	1xNumber of Hit Dice
Creature's Weapons/Special Abilities with damage	
Damage Dice Number	+1 per Dice
Damage Dice Size	
D1, D2, D3	Weapon BV x1
D4, D6, D8	Weapon BV x1.5
D10, D12	Weapon BV x2
...that is a manufactured ranged weapon...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
...that is a manufactured melee weapon...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
...that is a natural melee weapon with...	
Reach ¹	+4 BV
Non-standard effect or ability such as Improved Grab, Poison, Trip, etc. ¹	+3 BV
Effect that covers an area like an blast radius or a cone ¹	+3 BV
Creature is wearing manufactured armor...	
Refer to Table: Encounter Level on pg. 209 of the Core Rulebook	
Creature possesses natural armor...	
+1 BV per total Defense bonus provided by natural armor	
+1 BV per 2 DR, +1 BV per additional type of DR, [add +5 to overall amount if DR/All] ²	
Other abilities...	
Low-Light Vision	+1 BV
Darkvision	+2 BV
Blindsight, Keen Sight	+3 BV
Scent	At GM's Discretion
Immunity to a certain type of elemental damage	+5 BV per type
Other Miscellaneous Abilities	At GM's Discretion

Table 5: BV Recommendations

¹ The Battle Value bonuses of these effects stack

² These can also apply for Elemental Resistance(s)

After calculating BV from weapons, if a creature has any Spells, Psionic powers, or Incantation recipes, these are added to the overall BV. Individual Scrolls, Spells, Psionic powers, or Incantations usually add 1 BV apiece, but a GM can increase the value if deemed necessary. Special Abilities are added next and include things such as Damage Reduction (which should add 1 BV per 2 DR), Energy Resistance, Low-Light Vision, etc. Special Abilities could add as little as BV 1, to as much as 6 BV or more based on the GM's judgment. Breath Weapons or similar abilities also could add around 4 to 6 or more BV depending on the effects. Once more, this is merely a suggestion as how to calculate a creature's Battle Value. If after the calculation is complete, and the GM (or whomever is calculating the Battle Value) still finds the result to be inadequate, it may be adjusted as is seen fit.

A word to the wise from the authors...

For those readers using this book, the information and table above used for calculating creature Battle Value are merely guidelines for a very fluid process of creation. Indeed, many of the monsters listed throughout this guide required arbitrary adjustments from time to time to ensure a Battle Value that was not over- or underinflated. While some monsters would have possessed higher Battle Values due to certain abilities they possessed, the same monster could have had a lower amount of Hit Points that would make it easier to defeat. If after using the above table to create a monster you still believe that your creature's Battle Value must be adjusted in one direction or another, by all means feel free to do so. Please, do not let details interfere with you creating your own antagonists and running your game.

Calculating Battle Value for Player Race NPCs NPC Battle Value is calculated in the same manner as per the rules in the Core Rulebook, except that NPCs that utilize Magic (at least 3 ranks in a singular Spell school skill, not including utilization of scrolls), Psionics, or Incantations multiply the value of their current Character Level by 3 and add that result to the BV instead of their actual Character Level.

Advancement This line indicates the increased Hit Dice (and often size) of the creature. The GM can improve a creature by increasing its Hit Dice.

Increasing Hit Dice As a creature gains Hit Dice, many of its game statistics change.

Size Adding Hit Dice to a creature can also increase its size. An increase in size affects a creature's Defense, attack rolls, and grapple checks, as shown on Table: Creature Sizes, as well as physical ability scores and damage, as shown in the descriptions of the creature types. An increase in size can also affect a creature's Combat Point score, as shown on Table: Combat Point Ratings by Size.

Defense An increase in size affects a creature's Defense, as shown on Table: Creature Sizes. An increase in size might also improve a creature's natural armor bonus to Defense, as shown on Table: Adjustments to Physical Abilities and Natural Armor. Note that a natural armor bonus stacks with an equipment bonus from armor.

Attack Bonus Table: Creature Saving Throws and Base Attack Bonuses shows how a creature's Base Attack Bonus improves as it gains Hit Dice. A change in the creature's size also modifies its attack rolls, as shown on Table: Creature Sizes. Both values must be counted when recalculating a creature's attack bonus.

Grapple Modifier An increase in size affects a creature's grapple modifier, as shown on Table: Creature Sizes.

Damage An increase in size also increases the amount of damage a creature deals with its natural weapons.

Creature Size Changes and Damage Dice The damage inflicted by a creature's natural weapon(s) changes when a it increases or decreases in size. Generally speaking, the damage for a creature's natural weapon(s) increases (or decreases) to what is listed in the for the applicable size category of the creature's type or it increases the damage inflicted up to the next size category for the applicable natural weapon. For example, a creature of the

Animal type that is Medium in size and has a bite attack that inflicts 1d6 damage, would increase the amount of damage inflicted to 1d8 damage. Likewise, if the same creature decreased in size for some reason, the damage inflicted by its bite attack would decrease back to 1d6.

Another example is a creature of the Animal type that is Large in size and has a natural weapon that inflicts damage below what was normally listed for the size category, such as a bite attack that inflicts 1d6 when it should be 1d8 according to what is listed. That weapon's damage would increase to 1d8 if the creature increased in size. Likewise, if the creature has a natural weapon that inflicts more damage than is usual, the damage that its natural weapon inflicts increases to what is listed for the next size category for that creature's type. If such an increase would increase the natural weapon's damage to above the maximum value listed in a creature type Table, the GM may decide how to adjust the damage dice.

If a creature uses an amount or type of damage dice that are not listed in the Table relevant to its type, the GM makes the decision as to what the damage dice adjustment is. Heretofore it is recommended that any monsters that are created using these rules use the damage dice listed in the creature type tables.

Saves Table: Creature Saving Throws and Base Attack Bonuses shows how a creature's Saving Throw Bonuses improve as it gains Hit Dice.

Ability Scores An increase in size affects a creature's Strength, Dexterity, and Constitution, as shown on Table: Adjustments to Physical Abilities and Natural Armor.

Old Size*	New Size	Str	Dex**	Con	Natural Armor Improvement
Fine	Diminutive	—	-2	—	—
Diminutive	Tiny	+1	-2	—	—
Tiny	Small	+2	-2	—	—
Small	Medium-size	+3	-2	+2	—
Medium-size	Large	+6	-2	+4	+3
Large	Huge	+12	-2	+6	+4
Huge	Gargantuan	+18	—	+8	+6
Gargantuan	Colossal	+18	—	+10	+9

*Repeat the adjustments if the creature moves up more than one size category.

**A creature's Dexterity ability score can never be reduced to below a minimum of 1 due to this adjustment.

If the GM believes that any of these adjustments are too little, or too much, the values may be adjusted as seen fit.

Table 6: Adjustments to Physical Abilities and Natural Armor

Acquiring Character Levels Creatures that acquire a Character Level follow the rules for advancing in level as player characters do. A creature's Character Level is equal to its Hit Dice.

Size Adding Character Levels to a creature only affects its size as noted in the creature's Advancement line.

Feats Creatures with 1 or fewer Hit Dice acquire Character Levels as player characters do, but they gain feats as per their creature type.

Treasure and Equipment This line reflects how much wealth the creature owns, and what equipment or items the creature may be carrying. In most cases, a creature keeps valuables in its

home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items and weapons) tend to carry and use these, leaving bulky items at home.

On rounds and turns There may be some confusion about the words "round" and "turn" and how they are used throughout this book. To alleviate any confusion about this, "round" generally refers to an entire "Combat Round" in which all combatants act in order of their Initiative roll results. After all of the combatants have acted, the combatant that is highest in the Initiative order begins to take actions once again, thus beginning a new combat

round. (see pg. 67 of the Core Rulebook for more details on the Combat Round.)

“Turn,” more specifically, means a combatant’s place in the Initiative order. For example, a creature with the breath weapon special ability may have a limit as to how soon it may be activated again, such as 1d6 “rounds.” “Rounds” in this context would mean that said creature would have to wait a number of full combat rounds (for example, 3 full combat rounds for a dice roll of 3) before it could use the ability again during *its turn* in the Initiative order. It does not mean that the same number of creatures have acted in Initiative order, in their own personal turns before a creature could again activate the special ability.

Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Hit Die d8.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saving Throws Will.

Skill Points 2 x INT score, plus 2 points per Hit Dice beyond 1 HD.

Feats INT modifier (minimum +0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Aberrations have the following traits.

Weapon and Armor Proficiency Aberrations receive one of the following as a bonus feat: Archaic Weapons Proficiency (any one of the GM’s choice) or Exotic Melee Weapons Proficiency (any two of the GM’s choice) if desired by the GM. Aberrations noted for wearing armor gain the Armor Proficiency bonus feat for whatever type of armor they are accustomed to wearing (light, medium, heavy).

Darkvision Most aberrations have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d8	2d6	4d8	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d8	1d6	2d8	2d4	2d6
Large	18-19	12-13	16-17	2d8	1d4	2d6	1d6	1d8
Medium	10-11	14-15	12-13	1d8	1d3	2d4	1d4	1d6
Small	6-7	16-17	10-11	1/2 d8	1d2	1d6	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d8	1	1d4	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d8	—	1d3	1	1d2
Fine	1	22-23	10-11	1/16 d8	—	1d2	—	1

Table 7: Aberrations

Animal

An animal is a nonhumanoid creature, usually a vertebrate with no innate capacity for language or culture.

Hit Die d8.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves Fortitude and Reflex.

Skill Points 10-15.

Feats None. Animals share the following additional traits.

Weapon and Armor Proficiency Animals are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores Animals have Intelligence scores of 1 or 2 (predatory animals tend to have Intelligence scores of 2). No creature with an Intelligence score of 3 or higher can be an animal.

Low-Light Vision Most animals have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d8	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d8	1d6	2d6	2d4	2d6
Large	18-19	12-13	16-17	2d8	1d4	1d8	1d6	1d8
Medium	10-11	14-15	12-13	1d8	1d3	1d6	1d4	1d6
Small	6-7	16-17	10-11	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d8	—	1d2	1	1d2
Fine	1	22-23	10-11	1/16 d8	—	1	—	1

Table 8: Animals

Construct

A construct is an animated object or artificially constructed creature.

Hit Die d10.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves None.

Skill Points None.

Feats None.

Constructs have the following additional traits.

Hit Points Constructs retain only Core Hit Points and never have nor gain any Extended Hit Points. Hit Points are calculated in the same manner as would be for Extended Hit Points (of creatures) except that the result is totaled up into the one pool of Core Hit Points.

Weapon and Armor Proficiency Constructs are generally proficient with their natural weapons only but can be made to use manufactured weapons. They can also be made to be proficient with armor if the overall shape or design could reasonably accommodate such.

Ability Scores Constructs have no Constitution score and usually no Intelligence score.

Extra Hit Points Constructs gain extra Hit Points according to size, as shown on Table: Constructs. These extra Hit Points are added to a construct's base Core Hit Point value.

Darkvision Most constructs have Darkvision with a range of 60 feet.

Immunities Constructs are immune to mind-influencing effects and the effects or benefits of poison, sleep, Paralysis, Stunning, disease, narcotics, drugs, pharmaceuticals, or any effect that requires a Fortitude Saving Throw unless the effect also works on objects or is harmless. They are not subject to Critical Strikes, non-lethal damage, bleed damage, Ability Damage, or Ability Drain. In addition, constructs cannot have Mental Limit, cannot utilize Magic, Psionics, or Incantations and are immune to the following: Pepper Spray, Bear Fogger, Tear Gas, Pepper Balls and Pava Balls, all Psionic (Telepathy) attacks, effects, and benefits, all Spellschool (Conjuration) effects that involve the Healing sub-school, all Spellschool (Necromancy) spells, and all Incantation (Hex) Incantations.

Unless otherwise noted, constructs do not actually suffer any kind damage to their Core Hit Points from successful attacks against extremities. Instead, once the damaged extremity has incurred enough damage that it would count as being damaged, it no longer suffers damage even if attacked again successfully (but still suffers all of the penalties for a damaged extremity). An exception would be attacks to the head a construct (if it has a discernible head), which would be vulnerable to damage if the main control system being housed there...unless it has a secondary control system in its main body.

Repairable Constructs cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Structural) check [TN30] heals 1d10 points of damage to a construct, and each check represents 1 hour of work. A construct that loses all of its Core Hit Points is immediately destroyed and cannot be repaired.

Size	Str	Dex	Con	Minimum HD	Extra HP	Slam	Bite	Claw	Gore
Colossal	44-47	6-7	—	24d10	120	4d6	2d6	2d8	4d6
Gargantuan	36-39	6-7	—	16d10	80	2d8	1d8	2d6	2d8
Huge	28-31	6-7	—	8d10	40	2d6	2d6	2d4	2d6
Large	20-23	8-9	—	2d10	20	1d8	1d4	1d6	1d8
Medium	12-15	10-11	—	1d10	10	1d6	1d3	1d4	1d6
Small	8-11	12-13	—	1/2 d10	5	1d4	1d2	1d3	1d4
Tiny	4-7	14-15	—	1/4 d10	—	1d3	1	1d2	1d3
Diminutive	2-5	16-17	—	1/8 d10	—	1d2	—	1	1d2
Fine	1	18-19	—	1/16 d10	—	1	—	—	1

Table 9: Constructs

Dragon

A dragon is a reptilian creature, usually winged, with unusual abilities, such as the ability to breathe fire, or other various attacks.

- Hit Die d12.
- Base Attack Bonus Total Hit Dice.
- Good Saves Fortitude, Reflex, Will.

- Skill Points 6 + INT modifier per Hit Dice beyond 1 HD.
- Feats 1, plus 1 feat per 4 Hit Dice beyond 1 HD.
- Dragons have the following additional traits.
- Weapon and Armor Proficiency Dragons are proficient with their natural weapons only. They are not proficient with armor.
- Darkvision Most dragons have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	46-47	6-7	30-31	32d12	2d8	4d8	4d6	4d6
Gargantuan	38-39	6-7	26-27	16d12	2d6	4d6	2d8	2d8
Huge	30-31	6-7	22-23	8d12	1d8	2d8	2d6	2d6
Large	22-23	12-13	18-19	2d12	1d6	2d6	1d8	1d8
Medium	14-15	14-15	14-15	1d12	1d4	1d8	1d6	1d6
Small	10-11	16-17	12-13	1/2 d12	—	1d6	1d4	1d4
Tiny	6-7	18-19	12-13	1/4 d12	—	1d4	1d3	1d3
Diminutive	4-5	20-21	12-13	1/8 d12	—	1d3	1d2	1d2
Fine	4-5	22-23	12-13	1/16 d12	—	1d2	1	1

Table 10: Dragons

Elemental

An elemental is a being composed of a substance, that usually requires a sustenance of emotions to live.

- Hit Die d8.
- Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).
- Good Saves Reflex.
- Skill Points 2 x INT score, plus 2 points per Hit Dice beyond 1 HD.

- Feats INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.
- Elementals share the following additional traits.
- Weapon and Armor Proficiency Elementals are proficient with their natural weapons only. They are not proficient with armor.
- Darkvision Most elementals have Darkvision with a range of 60 feet.
- Immunities Elementals are immune to poison, sleep, Paralysis, and Stunning. They are not subject to Critical Strikes or flanking.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	24d8	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	24-25	16d8	4d6	4d6	2d6	2d4
Huge	28-29	6-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-21	8-9	16-17	2d8	1d8	1d8	1d6	1d4
Medium	12-13	10-11	12-13	1d8	1d6	1d6	1d4	1d3
Small	8-9	12-13	10-11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	6-7	14-15	10-11	1/4 d8	1d3	1d3	1d2	1
Diminutive	5-4	16-17	10-11	1/8 d8	1d2	1d2	1	—
Fine	5-4	18-19	10-11	1/16 d8	1	1	—	—

Table 11: Elementals

Fey

A fey is a creature with supernatural abilities and connections to nature or some other force or place. Fey are usually human-shaped.

Hit Die d6.

Base Attack Bonus 1/2 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves Will.

Skill Points 3 x INT score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Fey have the following additional traits.

Weapon and Armor Proficiency A fey receives either Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) as a bonus feat if desired by the GM. Fey noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).

Low-Light Vision Most fey have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	8-9	26-27	24d6	2d6	2d8	2d8	4d6
Gargantuan	34-35	8-9	22-23	16d6	1d8	2d6	2d6	2d8
Huge	26-27	8-9	18-19	8d6	1d6	1d8	2d4	2d6
Large	18-19	10-11	14-15	2d6	1d4	1d6	1d6	1d8
Medium	10-11	12-13	10-11	1d6	1d3	1d4	1d4	1d6
Small	6-7	14-15	8-9	1/2 d6	1d2	1d3	1d3	1d4
Tiny	2-3	16-17	8-9	1/4 d6	1	1d2	1d2	1d3
Diminutive	1	18-19	8-9	1/8 d6	—	1	1	1d2
Fine	1	20-21	8-9	1/16 d6	—	—	—	1

Table 12: Fey

Giant

A giant is a Sapient creature of Large size or larger. Giants are known for their great strength.

Hit Die d8.

Base Attack Bonus 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves Fortitude.

Skill Points 6 + INT modifier (minimum 1), plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 4 Hit Dice beyond 1 HD. Giants share the following additional traits.

Size Giants must be Large or larger.

Weapon and Armor Proficiency Giants receive either Archaic Weapons Proficiency (any one of the GM's choice) or Exotic Melee Weapons Proficiency (any two of the GM's choice) as a bonus feat if desired by the GM. Giants can wear armor available from the various rule books; these armors have all of the same statistics (such as Damage Reductions, equipment bonuses, Armor Points, etc.), but are appropriately sized for the user and weigh anywhere from twice to four times as much as listed based on the GM's best estimation. Giants noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).

Low-Light Vision Most giants have Low-Light Vision.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	6-7	26-27	28d8	2d6	2d8	2d8	4d6
Gargantuan	38-39	6-7	22-23	16d8	1d8	2d6	2d6	2d8
Huge	30-31	6-7	18-19	8d8	1d6	1d8	2d4	2d6
Large	22-23	8-9	14-15	2d8	1d4	1d6	1d6	1d8

Table 13: Giants

Mystical Beast

A mystical beast is similar to an animal but can have an Intelligence score higher than 2. A mystical beast might possess supernatural or extraordinary abilities, or it might be bizarre in appearance and habits.

Hit Die d10.

Base Attack Bonus Total Hit Dice.

Good Saves Fortitude, Reflex.

Skill Points 2 x INT score, plus 1 point per Hit Dice beyond 1 HD, or 10-15 points if INT score is 1 or 2.

Feats 1 + INT modifier (minimum 0), plus 1 feat per 4 Hit Dice beyond 1 HD.

Mystical beasts share the following additional traits.

Weapon and Armor Proficiency Mystical beasts are proficient with their natural weapons. They are not proficient with armor unless noted.

Keen Sight Mystical beasts have Darkvision with a range of 60 feet and Low-Light Vision (unless noted otherwise).

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	28-29	24d10	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	24-25	16d10	1d8	4d6	2d6	2d8
Huge	26-27	10-11	20-21	8d10	1d6	2d6	2d4	2d6
Large	18-19	12-13	16-17	2d10	1d4	1d8	1d6	1d8
Medium	10-11	14-15	12-13	1d10	1d3	1d6	1d4	1d6
Small	6-7	16-17	10-11	1/2 d10	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	10-11	1/4 d10	1	1d3	1d2	1d3
Diminutive	1	20-21	10-11	1/8 d10	—	1d2	1	1d2
Fine	1	22-23	10-11	1/16 d10	—	1	—	1

Table 14: Mystical Beast

Ooze

An ooze is an amorphous or mutable creature.

Hit Die: d10.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves None.

Skill Points None.

Feats: None.

Oozes share the following additional traits.

Weapon and Armor Proficiency Oozes are proficient with their natural weapons only, but not with armor.

Ability Scores Oozes have no Intelligence score.

Extra Hit Points An ooze has no natural armor rating but is difficult to kill because of its protoplasmic body. It gains extra Hit Points (in addition to those from its Hit Dice and Constitution score) according to size, as shown on Table: Oozes. These extra Hit Points are added to the creature’s base Core and Extended Hit Point values.

Immunities Oozes are immune to mind-affecting effects, poison, sleep, Paralysis, Stunning, gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Oozes are not subject to Critical Strikes, bleed damage, extremity damage, or flanking.

Blindsight Most oozes have Blindsight with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Extra HP	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	26-29	24d10	40	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	22-25	16d10	30	2d8	2d8	2d6	1d8
Huge	28-29	6-7	18-21	8d10	20	2d6	2d6	2d4	1d6
Large	20-21	8-9	14-17	2d10	15	1d8	1d8	1d6	1d4
Medium	12-13	10-11	10-13	1d10	10	1d6	1d6	1d4	1d3
Small	8-9	12-13	8-9	1/2 d10	5	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	8-9	1/4 d10	—	1d3	1d3	1d2	1
Diminutive	2-3	16-17	8-9	1/8 d10	—	1d2	1d2	1	—
Fine	2-3	18-19	8-9	1/16 d10	—	1	1	—	—

Table 15: Ooze

Outsider

An outsider is a nonelemental creature originating from some other dimension, reality, or plane.

Hit Die: d8.

Base Attack Bonus Total Hit Dice.

Good Saves Fortitude, Reflex, Will.

Skill Points 8 + INT modifier per Hit Dice.

Feats 1, plus 1 feat per 4 Hit Dice beyond 1 HD.

Outsiders share the following additional traits.

Weapon and Armor Proficiency Outsiders receive either Archaic Weapons Proficiency (any one of the GM's choice) or Simple

Weapon Specialist (any one of the GM's choice) as a bonus feat if desired by the GM. Outsiders noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).

Immunities: Due to their unusual origins, some outsiders may be considered immune to bleed damage or mind-affecting effects if not otherwise specified in their profile information if the GM's deems such qualities reasonable.

Darkvision Most outsiders have Darkvision with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	30d8	4d6	4d6	2d8	2d6
Gargantuan	36-39	6-7	24-25	16d8	2d8	2d8	2d6	1d8
Huge	28-31	6-7	20-21	8d8	2d6	2d6	2d4	1d6
Large	20-23	8-9	16-17	2d8	1d8	1d8	1d6	1d4
Medium	12-15	10-11	12-13	1d8	1d6	1d6	1d4	1d3
Small	8-11	12-13	10-11	1/2 d8	1d4	1d4	1d3	1d2
Tiny	4-7	14-15	10-11	1/4 d8	1d3	1d3	1d2	1
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	1d2	1	—
Fine	2-3	18-19	10-11	1/16 d8	1	1	—	—

Table 16: Outsider

Plant

A plant is a vegetable creature.

Hit Die d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves: Fortitude.

Skill Points: None.

Feats: None.

Plants share the following additional traits.

Weapon and Armor Proficiency: Plants are proficient with their natural weapons only. They are not proficient with armor.

Immunities: Plants are immune to sleep, Paralysis, Stunning, and mind-affecting effects. They are not subject to Critical Strikes, bleed damage, or extremity damage.

Low-Light Vision: Most plants with visual sensory organs have Low-Light Vision.

Blindsight: Most plants without visual sensory organs have Blindsight with a range of 60 feet.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	28-29	24d8	4d6	2d6	2d8	4d6
Gargantuan	36-39	6-7	24-25	16d8	2d8	1d8	2d6	2d8
Huge	28-31	6-7	20-21	8d8	2d6	1d6	1d8	2d6
Large	20-23	8-9	16-17	2d8	1d8	1d4	1d6	1d8
Medium	12-15	10-11	12-13	1d8	1d6	1d3	1d4	1d6
Small	8-11	12-13	10-11	1/2 d8	1d4	1d2	1d3	1d4
Tiny	4-7	14-15	10-11	1/4 d8	1d3	1	1d2	1d3
Diminutive	2-3	16-17	10-11	1/8 d8	1d2	—	1	1d2
Fine	2-3	18-19	10-11	1/16 d8	1	—	—	1

Table 17: Plants

Sapient

A Sapient usually has two arms, two legs, and one head, or a human-like torso, arms, and head. A Sapient has few or no supernatural or extraordinary abilities.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves: Choose one (usually Reflex).

Skill Points: 6 + INT modifier, plus 1 point per Hit Dice beyond 1 HD.

Feats: 1, plus 1 feat per 1 Hit Dice beyond 1 HD.

Sapient share the following additional traits.

Size: Sapient must be Medium-size or smaller.

Weapon and Armor Proficiency: Sapient with at least 1 Hit Die may receive one bonus feat selected from the following list: Archaic Weapons Proficiency (Any) or Light Armor Proficiency.

Keen Sight: Sapient accustomed to living underground may have Darkvision with a range of 60 feet, Low-Light Vision, or both (as noted in their entries).

Size	Str	Dex	Con	Minimum HD	Slam*	Bite	Claw	Gore
Medium	10-15	10-13	10-11	1d8	1d3	1d4	1d4	1d6
Small	6-11	12-15	8-9	1/2 d8	1d2	1d3	1d3	1d4
Tiny	2-7	14-17	8-9	1/4 d8	1	1d2	1d2	1d3
Diminutive	1	16-19	8-9	1/8 d8	—	1	1	1d2
Fine	1	18-21	8-9	1/16 d8	—	—	—	1

Table 18: Sapient

*Slam attacks qualify as unarmed attacks that deal non-lethal bludgeoning damage.

Sapient Templates

Below are a list of templates that can be applied to various creatures, or even PC characters.

Werewolf (Template) Natural werewolves are Sapient born with the ability to assume wolf and hybrid forms. A Sapient who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf. Afflicted werewolves can only assume hybrid form.

Template Traits “Werewolf” is a template (inherited for natural werewolves, acquired for afflicted werewolves) that can be added to any Sapient creature. A werewolf uses either the character’s or the wolf’s statistics and special abilities in addition to those described below.

Hit Dice and Hit Points Same Hit Points (both CHP and XHP) and/or Hit Dice as the character. Sapient characters gain +5 Extended Hit Points per level. Their Core Hit Points remain unchanged.

Combat Points Same as the character.

Defense Same as the character while in standard form. In hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses.

Base Attack Same as the character +1.

Attacks Same as the character while in standard form. In hybrid and animal form, a werewolf attacks with its powerful bite, dealing 1d6 points of piercing damage plus its Strength (Power if a Player Character) modifier.

Special Qualities A werewolf retains all the special qualities of the character and gains the additional special qualities listed below.

Alternate Form A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines Sapient and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features. Changing to or from wolf or hybrid form costs 6 Combat Points. Upon assuming either form, the werewolf

regains Hit Points as if having rested for a day (applicable to their healing rate). A slain werewolf reverts to its standard form, although it remains dead. Afflicted werewolves find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Curse of Lycanthropy Any Sapient hit by a werewolf’s bite attack (in wolf or hybrid form) must succeed on a Fortitude Saving Throw (TN 10 + ½ the werewolf’s Hit Dice + its Constitution modifier) or contract lycanthropy.

Trip A werewolf in wolf form that hits with a bite attack can attempt to Trip its opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the attempt fails, the opponent cannot react to Trip the werewolf.

Scent This ability allows a werewolf in wolf or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Damage Reduction 10/All A werewolf in hybrid form ignores the first 10 points of damage dealt by any weapon.

Vulnerabilities Werewolves take triple damage from weapons and ammunition that has been silvered.

Canis Empathy A werewolf can communicate with wolves, dogs, foxes, jackals, and coyotes in any form and gains a +4 species bonus on Presence checks when influencing any affectable creature’s attitude. A friendly affect able creature understands and heeds simple commands, such as “wait,” “chase,” “flee,” and “attack.”

Darkvision In their wolf and hybrid forms, werewolves have Darkvision with a range of 60 feet.

Saves Same as the character, with a +3 bonus on Fortitude and Reflex Saving Throws.

Ability Scores Werewolves gain the following ability score increases: CON +4, WIS +2. Additionally, a werewolf that assumes hybrid form gains the following additional benefits for as long as it remains in that form: STR +4, DEX +2.

Skills Same as the character, with a +2 species bonus on Stealth checks, and a +4 species bonus on Perception checks.

Feats Same as the character. A werewolf gains the bonus feats Focused Saving Throw (Will) and Weapon Expertise (bite).

Lycanthropy as an Affliction When a character contracts lycanthropy through a werewolf's bite attack that deals enough points of damage to inflict bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate), no symptoms appear until the first night of the next full moon (every 28 days). On that night, the afflicted character involuntarily assumes hybrid form and becomes a ravenous beast, forgetting their own identity. The character remains in hybrid form until dawn and remembers nothing about the incident. Creatures immune to disease or are otherwise non biological are immune to the effects of this ability. Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat, they feel an overwhelming rage building up and must succeed on a Control Shape check to resist changing into hybrid form.

Curing Lycanthropy An afflicted character who eats a sprig of belladonna can attempt a Fortitude Saving Throw [TN20] to shake off the affliction. If someone with ranks in the Treat Injury skill administers the herb, use the character's Saving Throw or the healer's Treat Injury check, whichever is higher. The character gets one chance per 30 days. The belladonna must be reasonably fresh (picked within the last week). Fresh or not, belladonna is toxic. A character consuming the herb must succeed on a Fortitude Saving Throw [TN13] or suffer 1d6 points of temporary Strength damage. One minute later, the character must succeed on a second Saving Throw (same TN) or take an additional 2d6 points of temporary Strength damage. Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

Control Shape (WIS) Trained Only Any character who has contracted lycanthropy and is aware of their condition can learn Control Shape as a focused skill. This determines whether the afflicted werewolf can voluntarily control his shape. Natural lycanthropes have control over their shapeshifting abilities.

The afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming hybrid form. An injured character must also check for an involuntary change after accumulating enough damage to reduce their Hit Point total to $\frac{3}{4}$ of its full normal value and again after each additional $\frac{1}{4}$ lost (Saving Throw TN same as for full moon).

Task	TN
Resist involuntary change	25
Return to standard form (full moon*)	25
Return to standard form (not full moon)	20
Voluntary change (full moon*)	10
Voluntary change (not full moon)	15

*For game purposes, the full moon lasts three days every month.

Table 19: Control Shape

Try again?

Check for an involuntary change once each time a triggering event occurs. On a failed check to return to standard form (see below), the character must remain in animal or hybrid form until the next dawn, when they automatically return to standard form.

Special

A character can take 10, but cannot take 16 or 18.

When returning to normal form after an involuntary change, the character attempts a WIS check [TN15] to realize what has happened. If the check succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form, using the appropriate TN. An attempt is a standard action and can be made each round.

An afflicted character who is aware of their condition can also try to return to standard form after assuming animal or hybrid form, using the appropriate TN. Only one attempt is allowed, however, as described above. When in hybrid form or animal form, a character also loses all ability to speak any language they know.

Time

Attempting to control one's shape costs 12 Combat Points.

Undead

An undead is a once-living creature animated by spiritual, supernatural, or other forces. See Table: Undead for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d12.

Base Attack Bonus: 1/2 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves: Will.

Skill Points: 3 x INT score, plus 2 points per Hit Dice beyond 1 HD.

Feats: 1 + INT modifier, plus 1 feat per 4 HD beyond 1 HD.

Undead share the following additional traits.

Weapon and Armor Proficiency: Undead receive either Archaic Weapons Proficiency (any one of the GM’s choice) or Exotic Melee

Weapons Proficiency (any two of the GM’s choice) as a bonus feat if desired by the GM. Undead noted for wearing armor gain the bonus feat Armor Proficiency with whatever type of armor they are accustomed to wearing (light, medium, heavy).

Ability Scores: An undead has no Constitution score.

Darkvision: Most undead have Darkvision with a range of 60 feet.

Immunities: Undead are immune to poison, disease, and Spellschool (Necromancy) spells. They are not subject to Critical Strikes, bleed damage, non-lethal damage, Ability Damage, Ability Drain, any effect requiring a Fortitude Saving Throw unless the effect also works on objects or is harmless.

Healing: Undead cannot heal damage on their own if they have no Intelligence score. Most undead are destroyed immediately if reduced to 0 Extended Hit Points or less.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	44-45	6-7	—	28d12	4d6	4d6	2d8	2d6
Gargantuan	36-37	6-7	—	16d12	2d8	2d8	2d6	1d8
Huge	28-29	6-7	—	8d12	2d6	2d6	2d4	1d6
Large	20-21	8-9	—	2d12	1d8	1d8	1d6	1d4
Medium	12-13	10-11	—	1d12	1d6	1d6	1d4	1d3
Small	8-9	12-13	—	1/2 d12	1d4	1d4	1d3	1d2
Tiny	4-5	14-15	—	1/4 d12	1d3	1d3	1d2	1
Diminutive	2-3	16-17	—	1/8 d12	1d2	1d2	1	—
Fine	2-3	18-19	—	1/16 d12	1	1	—	—

Table 20: Undead

Undead Templates

Below are a list of templates that can be applied to various creatures, or even PC characters.

Ghoul (Template) “Ghoul” is an acquired template that can be added to any living corporeal creature that has flesh (referred to hereafter as the base creature). It uses all the base creature’s statistics and special abilities except as noted here.

Type The creature’s type changes to undead.

Hit Dice Change Hit Dice to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.

Defense The base creature’s natural armor bonus improves by +2.

Attacks and Damage A ghoule retains all the attacks of the base creature. It also gains a bite attack and claw attacks if the base creature did not already have them. If the base creature did have bite or claw attacks, use the base damage values in the table below or the base creature’s base damage, whichever is greater.

Languages A ghoule can read, write, and speak whatever languages it could in life.

Skills Same as the base creature, modified for new ability scores. A sapient ghoule retains the extra skill points afforded to all Sapient.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	—
Tiny	1d3	1
Small	1d4	1d2
Medium	1d6	1d3
Large	1d8	1d4
Huge	2d6	1d6
Gargantuan	2d6	1d8
Colossal	4d6	2d6

Special Qualities A ghoule retains all the special qualities of the base creature and gains the additional special qualities described below. In the event that the base creature had a special ability that relied on Constitution (such as a breath weapon), use the most recent Constitution Ability Score from before the creature became a ghoule. If the creature should continue to gain Hit Dice, increase the relevant values as normal, but keep the Constitution score (and its modifier) as it was.

Ability Scores A ghoule gains the following ability score increases: STR +2, DEX +2. As an undead creature, a ghoule has no Constitution score.

Create Spawn If a ghoule’s prey contracts advanced necrotizing fasciitis (see below) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoule.

Disease A ghoule’s bite that deals enough points of damage that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration

spells with piercing damage reduction negate) infects the victim with a supernatural version of streptococcal gangrene (injury; Fort TN14; incubation period 1d3 days; initial damage 1d3 Constitution; secondary damage 1d3 Constitution. If Constitution damage is sustained, a second Saving Throw at the same TN is required; failure indicates that 1 point of the Constitution damage becomes Constitution drain instead). This disease, known as advanced necrotizing fasciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim's flesh. The disease can be arrested completely through amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A successful Treat Injury check (surgery, TN25) halts the disease. The GM should roll the check secretly; if it fails, the disease returns again in 1d3 days.

Saves Same as the base creature, modified by new ability scores.

Scent This ability allows a ghoul to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Undead Ghouls have the traits and immunities common to undead.

Vampire (Template) "Vampire" is an acquired template that can be added to any Sapient creature (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here. Player Characters can also be vampires, either upon creation or by being slain by a vampire's blood drain attack.

Type The creature's type changes to undead.

Hit Dice and Hit Points Monsters with Hit Dice change to d12. Sapient characters that have Core and Extended Hit Points calculate their Extended Hit Points as follows: 12 Extended Hit Points per Character level. Their Core Hit Points remain unchanged. Vampires have no Constitution score.

Movement Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim at its normal rate of speed. A vampire gains +3 Combat Points.

Defense The base creature's natural armor improves by +6.

Attacks and Damage A vampire retains all the attacks of the base creature and gains both a bite attack if it did not already have one. The vampire's bite and slam attacks deal damage according to its size: Fine-Tiny 1, Small 1d3, Medium-size 1d4, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. If the creature in question had bite and slam attacks beforehand, and they possessed a greater amount of damage dice, use the greater amount instead.

Languages Vampires speak, read, and write the languages they knew in life.

Skills Same as the base creature (Sapient creatures that become vampires retain the extra skill points afforded to all Sapient). Vampires receive a +8 species bonus on Perception, Presence, and Stealth checks.

Feats Vampires gain the bonus feats Skill Focus (Perception), Dodge, Improved Initiative, and Focused Saving Throw (Reflex), assuming the base creature meets the prerequisites and does not already have these feats. Human vampires keep the extra feats they gained as a 1st-level character.

Special Qualities A vampire retains all the special qualities of the base creature and gains the additional special qualities

described below. In the event that the base creature had a special ability that relied on Constitution (such as a breath weapon), use the most recent Constitution Ability Score from before the creature became a vampire. If the creature should continue to gain Hit Dice, increase the relevant values as normal, but keep the Constitution score (and its modifier) as it was.

Ability Scores Vampires gain the following ability score increases: STR +3, DEX +6. As undead creatures, vampires have no Constitution score.

Blood Drain A vampire can suck blood from a living victim with its fangs by making a successful grapple check and subsequent bite attack. If the vampire stays in Grapple with, or Pins its foe, it drains blood by using its bite attack (see grapple rules on pg. 78-79 of the Core Rulebook for more details) and can continue to do so until the hold (Grapple or Pin) on its victim is broken. The amount of bleed damage that the creature suffers in its turn, caused by the vampire's bite attack (after any applicable Damage Reductions), heals the vampire for that amount of Hit Points. Core Hit Points are regained first before Extended Hit Points. Most vampires (especially of the humanoid variety) bite a creature's neck in the attempt to drain blood, although, any part of a body with significant blood flow could be targeted. In the event that a creature possesses natural Damage Reduction (Piercing) or is wearing manufactured armor that would provide enough coverage (GM's decision) and applicable Damage Reduction (Piercing) to the part of the body that the vampire is trying to bite, and the armor or natural Damage Reduction would provide enough coverage and ability to stop the bite's piercing damage, the blood drain attempt is rendered completely ineffective. (No more pesky vampires sucking blood through your suit of Mobile Tank Unit armor.)

Create Spawn Any Sapient type creature slain as a direct result of a vampire's bite in conjunction with blood drain attack rises as a vampire 2d10 rounds later. They gain all of the abilities and weaknesses of a vampire.

Damage Reduction 2/All A vampire ignores the first 2 points of damage dealt by any weapon.

Darkvision Vampires have Darkvision with a range of 60 feet.

Fast Healing 2 A vampire heals 2 points of damage each round so long as it has at least 1 Core Hit Point. If reduced to 0 Core Hit Points or lower, the vampire does not heal, and requires at least 3 units (24 oz.) of blood to raise its Core Hit Points back up to 1, at which point its Fast Healing will take over. Core Hit Points are regained first before Extended Hit Points.

Weaknesses A vampire has several weaknesses, described below.

Direct Sunlight and Ultraviolet Flashlights The merest sliver of sunlight or UV light deals 3d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude Saving Throw [TN20] or be consumed by fire and destroyed utterly. Flashlights that emit UV light deal 1d6 points of damage per round to a vampire.

Fire Vampires have a weakness to fire, taking double damage by any weapon or ammunition that deals fire damage.

Silver Silver weapons that deal slashing, piercing, or ballistic damage are extremely effective, dealing three times the normal amount of damage to a vampire.

The Thirst A vampire must deal at least 2 points of damage through its Blood Drain ability every day, or consume 2 units (16 oz.) of blood every day, or lose its Damage Reduction, Fast Healing, and Darkvision abilities, but keep all of its weaknesses.

They also lose 1 Core Hit Point for every day they do not feed. A vampire gains its abilities back when it meets these requirements, and stops losing Core Hit Points.

Curing Vampirism Vampirism can be cured by an arduous, and painful application of silver nitrate. The vampire must refrain from drinking blood for two weeks, and take silver nitrate once a week. After completing these actions, a vampire is cured of vampirism. In the case of a character, it regains its original Constitution score, with a -3 permanent Constitution damage penalty, a -4 permanent Strength damage, and a -8 Dexterity damage. The character also loses all vampire abilities and weaknesses.

Skeleton (Template) “Skeleton” is an acquired template that can be added to any living corporeal creature that has a skeletal structure (referred to hereafter as the base creature). A skeleton uses all the base creature’s statistics except as noted here.

Type The creature’s type changes to undead.

Hit Dice Change Hit Dice to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.

Movement Same as the base creature. Winged skeletons cannot use their wings to fly.

Defense A skeleton’s natural armor bonus to Defense changes to a value based on its size: Tiny or smaller: 0, Small: 1, Medium-size: 2, Large: 3, Huge: 4, Gargantuan: 6, Colossal: 10.

Attacks and Damage A skeleton retains all the natural attacks, manufactured weapons, and weapon proficiencies of the base creature, except for attacks that cannot work without flesh. A creature with hands gains a claw attack. A claw attack deals damage depending on the skeleton’s size (use the base creature’s claw damage if it is greater): Diminutive or Fine 1, Tiny 1d2, Small 1d3, Medium-size 1d4, Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d8. If the base creature already had claw attacks, it can use the skeleton claw attack and damage, if it is better. Other natural and manufactured weapons deal damage normally.

Saves A skeleton’s Saving Throw modifiers are based on Hit Dice.

Ability Scores A skeleton gains the following ability score increase: DEX +2. In addition, a skeleton has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills A skeleton loses all skills.

Feats A skeleton loses all feats except those that confer armor or weapon proficiency (such as Archaic Weapons Proficiency, Armor Proficiency, Exotic Firearms Proficiency, Exotic Melee Weapons Proficiency, and Personal Firearms Proficiency). A skeleton gains the feat Improved Initiative.

Special Qualities A skeleton loses all of the base creature’s special qualities except for immunity or resistance to specific energy types. In addition to gaining the undead type, a skeleton has special immunities.

Skeleton Immunities A skeleton has cold and electric immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, ballistic piercing, piercing, plasma, slashing, or bludgeoning damage inflicted specifically by unarmed strike weapons.

Undead Skeletons have the traits and immunities common to undead.

Zombie (Template) “Zombie” is a template that can be added to any corporeal creature other than an undead (referred to hereafter

as the base creature.) It uses all the base creature’s statistics and special abilities except as noted here.

Type The creature’s type changes to undead.

Hit Dice Change to d12 while keeping the number of Hit Dice (or Character Levels) that the creature possessed beforehand.

Movement If the base creature could fly, its maneuverability rating as a zombie drops to clumsy.

Defense A zombie’s natural armor bonus to Defense increases to a value based on the zombie’s size (but use the base creature’s natural armor bonus, if it’s higher): Tiny or smaller: 0, Small: 1, Medium-size: 2, Large: 3, Huge: 4, Gargantuan: 7, Colossal: 11.

Attacks and Damage The zombie retains all the natural attacks and manufactured weapons of the base creature, but loses any weapon proficiency feats. A zombie also gains a slam attack. A slam attack deals damage depending on the zombie’s size (but use the base creature’s slam damage if it’s greater): Fine 1, Diminutive 1d2, Tiny 1d3, Small 1d4, Medium-size 1d6, Large 1d8, Huge 2d6, Gargantuan 2d8, Colossal 4d6. Other natural or manufactured weapons deal damage normally. For purposes of Strength bonuses to damage, a slam attack is considered a two-handed attack (add 1½x STR modifier).

Saves A zombie’s Saving Throw modifiers are based on Hit Dice and given in Table: Creature Saving Throws and Base Attack Bonuses.

Ability Scores A zombie’s ability scores change as follows: STR +2, DEX -2. Additionally, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma decreases to 1.

Skills The zombie loses all skills.

Feats The zombie loses all of the base creature’s feats and gains the Toughness feat.

Special Qualities A zombie loses all of the base creature’s special qualities except for immunity or resistance to specific energy types. A zombie may retain any or all of the base creature’s extraordinary abilities, at the GM’s discretion. In addition to gaining the undead type, a zombie has the following special quality:

Headshot Any successful attack aimed at the head of a zombie causes a Critical Strike, even though zombies are normally immune to Critical Strikes. A successful Critical Strike that inflicts damage of one third or more of the zombie’s remaining Core Hit Points (rounded up) kills a zombie instantly. If the attack inflicts less than one third of a zombie’s remaining Core Hit Points, the damage is dealt as normal.

Undead Zombies have the traits and immunities common to undead.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. See Table: Vermin for physical ability scores, recommended minimum Hit Dice, and damage based on size.

Hit Die: d8.

Base Attack Bonus: 3/4 of total Hit Dice (see Table: Creature Saving Throws and Base Attack Bonuses).

Good Saves: Fortitude.

Skill Points: 10-15.

Feats None.

Vermin share the following additional traits.

Weapon and Armor Proficiency: Vermin are proficient with their natural weapons only. They are not proficient with armor.

Ability Scores Vermin have no Intelligence score.

Potent Venom Medium-size or larger venomous vermin get a bonus to the Saving Throw TN of their poison based on their size, as follows: Medium-size +2, Large +4, Huge +6, Gargantuan +8, Colossal +10.

Darkvision Most vermin with visual sensory organs have Darkvision with a range of 60 feet.

Blindsight Most vermin without visual sensory organs have Blindsight with a range of 60 feet.

Immunities Vermin are immune to mind-affecting effects. In addition, vermin cannot utilize Magic, Psionics, or Incantations.

Size	Str	Dex	Con	Minimum HD	Slam	Bite	Claw	Gore
Colossal	42-43	10-11	26-27	24d8	2d6	4d6	2d8	4d6
Gargantuan	34-35	10-11	22-23	16d8	1d8	4d6	2d6	2d8
Huge	26-27	10-11	18-19	8d8	1d6	2d6	2d4	2d6
Large	18-19	12-13	14-15	2d8	1d4	1d8	1d6	1d8
Medium	10-11	14-15	10-11	1d8	1d3	1d6	1d4	1d6
Small	6-7	16-17	8-9	1/2 d8	1d2	1d4	1d3	1d4
Tiny	2-3	18-19	8-9	1/4 d8	1	1d3	1d2	1d3
Diminutive	1	20-21	8-9	1/8 d8	—	1d2	1	1d2
Fine	1	22-23	8-9	1/16 d8	—	1	—	1

Table 21: Vermin

Special Abilities

Special abilities are extraordinary abilities that creatures are given, that allow them to perform extraordinary feats.

Ability Score Reduction

Some attacks reduce an opponent's score in one or more abilities. This loss can be permanent or temporary.

Permanent Ability Drain

This effect permanently reduces a living opponent's ability score when the creature hits with the attack. The creature's descriptive text gives the ability and the amount drained. If an attack that causes permanent Ability Drain scores a Critical Strike, it drains twice the given amount. Some Ability Drain attacks allow a Fortitude Saving Throw with a TN of $10 + \frac{1}{2}$ draining creature's HD + draining creature's Charisma modifier (the exact TN is given in the creature's descriptive text). If no Saving Throw is mentioned, none is allowed.

Temporary Ability Damage

This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes Ability Damage scores a Critical Strike, it inflicts twice the given amount. Temporary Ability Damage returns at the rate of 1 point per day.

Blindsight

Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a creature with sight. Invisibility and darkness are irrelevant. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its Blindsight ability.

Breath Weapon

A breath weapon attack usually causes damage and is often based on some type of energy. It allows a Reflex Saving Throw for half damage with a TN equal to $10 + \frac{1}{2}$ breathing creature's HD + breathing creature's Constitution modifier (the exact TN is given in the creature's Species Traits). A creature is immune to its own breath weapon and those of others of its kind unless noted otherwise.

Constrict

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability (see below), it deals constriction damage in addition to damage dealt by the weapon used to grab.

Damage Reduction

The creature ignores a certain amount damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly. The creature takes normal damage from energy attacks, and supernatural abilities. The entry indicates the amount of damage ignored. For the purposes of certain types of ammunition and the effects thereof, a creature that has Damage Reduction against the Ballistic type of damage is counted as being armored against it. A creature with a Damage Reduction against all types (i.e. Damage Reduction (10/All)) still takes damage from elemental sources such as (Acid, Fire, Concussion, etc.) and only reduces damage from such sources if it has the corresponding Energy Resistance. Even with natural Damage Reduction, creatures still suffer bleed damage if the necessary conditions are met as per the rules in the Core Rulebook (see pg. 64 of the Core Rulebook for more details) or for other sizes of creatures as listed within this rule book (pg. 5) unless the the creature is wearing manufactured armor with applicable Damage Reductions.

A note on Unarmed Strike attacks

In this book there are a number of monsters (most) that lack Damage Reduction against bludgeoning damage, which can be caused by unarmed strike attacks. Due to the relatively unbelievable idea (in a book with basilisks, harpies, and unicorns no less) that something like a rhinoceros could be beaten into submission by the hands and feet of a normally sized humanoid might be too much for the GM or players to suspend their disbelief. Therefore, there are two ways that such a situation may be avoided:

- If the creature using an unarmed strike attack (primarily player race characters and NPCs) is at least a single size category smaller than, and has a Strength ability score of at least 5 less or lower than the Strength or Constitution ability score of creature or target it is attacking, the unarmed strike attack is completely ineffective. The larger creature being attacked may use whichever ability score is most advantageous to it for the purposes of this rule.

The GM may use both of these methods or whatever is most advantageous to the creature or monster that is being controlled. A GM may allow certain exceptions to this rule for the purposes of Called Shot attacks to certain areas of a creature's body (such as a bear's nose or snout), based on the GM's best decision or guess as to whether or not the unarmed strike attack would still be of any use in affecting the creature.

Darkvision

The creature can see in total darkness, out to the specified range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal light.

Fast Healing

The creature regains Hit Points at an exceptionally fast rate, usually 1 or more Hit Points per round. Fast Healing usually stops working when a creature is reduced to -10 Core Hit Points or fewer. Except as noted here, Fast Healing works just like natural healing; Core Hit Points are restored before Extended Hit Points. Fast Healing does not provide any benefit against attack forms that do not deal Hit Point damage. Fast Healing also does not restore Hit Points lost to starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach severed body parts.

Fear Aura

A fear aura either operates continuously or can be used at will. In either case, it cost no Combat Points. This ability can freeze an opponent or cause opponents to become Panicked. Other effects are possible. Negating the fear effect requires a successful Will Saving Throw with a TN equal to $10 + \frac{1}{2}$ fearsome creature's HD + fearsome creature's Charisma modifier (the exact TN is given in the creature's descriptive text).

Gaze

A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of Saving Throw for a gaze attack varies, but it is usually a Will or Fortitude Saving Throw. The TN is equal to $10 + \frac{1}{2}$ gazing creature's HD + gazing creature's Charisma modifier (the exact TN is given in the creature's Species Traits). A successful Saving Throw negates the effect. Each opponent within range of the gaze attack must attempt a Saving Throw each round at the beginning of their turn. Opponents can avoid the Saving Throw by averting their eyes or by using a barrier to sight. During monster creation this effect may be so construed as to not be carried through image equipment (such as video transmission or night vision, thermal, etc, goggles and or other such similar equipment) nor affect opponents or creatures that are blind or otherwise cannot see (this information should be denoted in the description for this ability in the monster's profile). Further, this ability does not effect inorganic or otherwise non living creatures.

Averting One's Eyes

The opponent avoids looking at the creature's face and instead looks at its body, watching its shadow, tracking it in a reflective surface, or the like. Each round, the opponent has a 50% chance to not need to make a Saving Throw against the gaze attack. The creature with the gaze attack, however, gains one-half concealment against that opponent. An opponent that cannot see the creature at all cannot be affected by its gaze attack. This can be accomplished by turning one's back on the creature, shutting one's eyes, or wearing a blindfold or head covering that prevents sight. Any effects of the gaze itself cannot video feeds or other similar methods. The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as a ranged attack for 6 Combat Points by choosing a target within range. That opponent must attempt a Saving Throw but can try to avoid the gaze as described above. Thus, a target may need to roll a Saving

Throw against a creature's gaze twice during the same round: once before the target's turn and once during the creature's turn. A creature is immune to its own gaze attack unless otherwise noted.

Improved Grab

If the creature hits with a melee weapon it deals normal damage and attempts to start a grapple (if it chooses), doing so without provoking Attack of Opportunity. No initial Touch attack is required. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A Small or smaller creature using improved grab does not apply its grapple modifier to its grapple check.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks but is not considered Grappled itself; the creature does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal additional damage unless the creature also has the constrict ability (see above). If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage given for the attack that established the hold. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke Attack of Opportunity. The creature is not considered Grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move, provided it can drag the opponent's weight.

Low-Light Vision

A creature with Low-Light Vision can see twice as far as normal in poor lighting conditions. The creature can still distinguish colors, even in dim lighting.

Poison

Poison attacks deal initial damage, such as temporary Ability Damage (see above) or some other effect, to the opponent on a failed Fortitude Saving Throw. Unless otherwise noted, another Saving Throw is required 1 minute (10 rounds) later (regardless of the first Saving Throw's result) to avoid secondary damage. The Fortitude Saving Throw against poison has a TN equal to $10 + \frac{1}{2}$ poisoning creature's HD + poisoning creature's Constitution modifier (the exact TN is given in the creature's Species Traits). A successful Saving Throw negates the damage. Poisons are noted on the creature's details.

Regeneration

This ability allows the creature to regenerate from most types of damage. Damage that the creature is specifically vulnerable to deals damage with every successful attack. Such damage cannot be regenerated. Regeneration does not provide any benefit against attack forms that do not deal Hit Point damage. Core Hit Points are restored before Extended Hit Points. Regeneration allows extremity damage to be healed without special healing methods (extremities heal when the amount of damage that was inflicted to it is regained), and stops bleeding at the rate of 1 bleed

damage per 3 rounds. Unless otherwise noted, creatures with regeneration cannot be killed due to bleed damage unless the amount of bleed damage dice exceed half of the creature's full Core Hit Point and Extended Hit Point amounts, rounded down (i.e. a creature with 30 CHP and 50 XHP and has incurred 35 bleed damage dice). Regeneration also does not restore Hit Points lost to starvation, thirst, or suffocation. Regenerating creatures can regrow and reattach severed body parts. Severed parts that are not reattached wither and die normally. Regeneration continues to work no matter how low the creature's Hit Points drop (unless otherwise noted), restoring lost Hit Points from any damage other than from damage types of which the creature is specially vulnerable.

Resistance to Energy

The creature ignores some damage of the given energy type (Acid, Cold, Electricity, Fire, or Concussion) each time the creature is subjected to such damage. The entry indicates the amount and type of damage ignored.

Scent

This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the Scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. If it moves within 5 feet of the source, the creature can precisely pinpoint that source.

A creature with the Scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical TN for a fresh trail is 10 (no matter what kind of surface holds the scent). This TN increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the TN increases by 2. The ability otherwise follows the rules for the Track trick of

the Animal Handling skill (see pg. 19-20 of the Core Rulebook). Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Unless otherwise noted, all creatures with the Scent special quality have a +8 bonus on Perception checks made to detect a scent.

Swallow Whole

If the creature begins its turn with an opponent held in its mouth (see Improved Grab, above), it can attempt a new grapple check as if attempting to Pin the opponent. If it succeeds, it swallows its opponent and deals bite damage. Unless noted otherwise, the opponent can be up to one size category smaller than the swallowing creature.

Being swallowed has various consequences depending on the creature, but a swallowed opponent is considered Grappled, while the creature swallowing is not. For the purposes of attacking a monster from the inside, the swallowed creature(s), may still attack at no penalty even if they are counted as being Pinned, unless otherwise noted. A swallowed opponent can try to cut its way free with any proper weapon types listed in the description (the amount of damage required to get free is noted in the creature's descriptive text), or it can just try to escape the grapple. If the swallowed opponent chooses the latter course, success puts it back in the creature's mouth, where it may be bitten or swallowed again.

Trample

As an attack during its turn each round, the creature can run over an opponent at least one size category smaller than itself, entering the opponent's fighting space to do so. The trample deals bludgeoning damage, and the creature's descriptive text lists the amount. Trampled opponents can attempt an Attack of Opportunity, but these incur a -4 penalty. If they do not make Attack of Opportunity, trampled opponents can attempt Reflex Saving Throws for half damage or even no damage. The Saving Throw TN equals $10 + \frac{1}{2}$ trampling creature's HD + trampling creature's Strength modifier (the exact TN is given in the creature's descriptive text).

Chapter II

Monster Statistics

The following is a list of the various premade monsters and other creatures that a GM can use.

Archaeopteryx

This little reptile is like a weird cross between bird and dinosaur upon second glance. It has a distinctly dinosaur-like mouth, lined with little teeth.

Species Traits

Low-Light Vision Archaeopteryxes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonus Feat Archaeopteryxes gain the bonus feat Weapon Expertise (Bite).

Archaeopteryx (Tiny Animal)					
BV ¼ HD ½ d8 CHP 2 XHP 2 CP 16					
	STR	DEX	CON		
	3	14	10		
	INT	WIS	CHA		
	2	10	7		
Structure Biped (Avian)				Fighting Space 2½' by 2½'	
Initiative +2				Special Qualities	
Defense 14 (+2 DEX, +2 Size)				Low-Light Vision, Fly (1 CP per 5ft) (Poor)	
Touch 12 Flat-footed 12				Saves Fort +2 Ref +4 Will +0	
BAB +0				Skills	
Grapple -12				Acrobatics +2	
				Perception +2	
				Feats	
				Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)	
				Organization	
				Solitary, pair, or nest (4d2+2)	
				Treasure	
				1d10 feathers	
				Advancement	
				1-2 HD (Tiny)	
				3 HD (Small)	
Bite (Melee)					
1 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)					
2 CP +0 Standard attack, 1 piercing damage (no effect against armor)					
4 CP +0 Heavy attack, 2d3-4 piercing damage					
Reach 0'					

Automata

Species Traits

For the purposes of Called Shot attacks, an automaton's head and other extremities count as being protected by its natural armor. If an automaton suffers enough damage to one of its extremities (6 points of damage instead of the normal 3) the affected extremity would count as damaged (see pg. 64 of the Core Rulebook for more details). Damages to an automaton's extremities are repairable as per the rules detailed below, with one of the automaton's extremities (of the repairer's choice) being repaired when at least one-quarter (¼) of total Core Hit Points are, or would be, restored.

Automatic Language An automaton can read, speak (although they tend to stay silent), write any one language of the GM's choice.

Construct Automata have the traits and immunities common to constructs.

Darkvision Automata can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and automata can function with no light at all.

Hardness 14 Automata ignore the first 14 points of damage inflicted to them.

Humanoid Configuration Automata were created in the shape of humanoids. Due to this, automata are capable of using any and all weapons that a Small to Large sized humanoid creature could use, incurring all of the benefits and penalties for proficiency feats or the lack thereof, or any other benefits and penalties that may be applicable. (Automata are ambidextrous and do not suffer any off-hand use penalties with any weapon.)

Repairable Automata cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN30] and Craft (Structural) check [TN30] heals 1d10 points of damage, and each check represents 2 hours of work. Unless otherwise noted, an automaton cannot repair itself or other automata.

Andro Automaton

Crafted with great care, this construct-made in masculine image-was created by means unknown and lost to history and un-replicable. One would wonder if it might have a complementary unit.

Energy Talons An andro automaton is created with the ability to project “blades” of energy from the backs of its hands. These “blades” can be deployed or retracted at no Combat Point cost and doing so does not provoke an Attack of Opportunity. This weapon is considered a natural weapon that an andro automaton is considered proficient in using.

Andro Automaton (Medium Construct)

BV 27 HD 5d10+10 CHP 37 CP 16

STR	DEX	CON
24	20	—
INT	WIS	CHA
10	14	6

Structure Biped (Humanoid)
Initiative +5
Defense 17 (+5 DEX, +2 Natural, +3 Misc [against one designated opponent])
Touch 15 | Flat-footed 12
BAB +3
Grapple +10

Attack(s)

Slam (Melee)
2 CP +10 Light attack, 1d6+4 bludgeoning or (non-lethal) bludgeoning damage
3 CP +10 Standard attack, 1d6+7 bludgeoning or (non-lethal) bludgeoning damage
5 CP +10 Heavy attack, 2d6+7 bludgeoning or (non-lethal) bludgeoning damage
10 CP +10 Full attack, 3d6+11 bludgeoning or (non-lethal) bludgeoning damage
Energy Talons (Melee)
2 CP +10 Light attack, 2d8+4 slashing damage
3 CP +10 Standard attack, 2d8+7 slashing damage

5 CP +10 Heavy attack, 3d8+7 slashing damage
10 CP +10 Full attack, 4d8+11 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Construct, Darkvision 120', Energy Talons, Hardness 14, Humanoid Configuration, Repairable, Run (1 CP per 10ft)
Saves Fort +1 | Ref +6 | Will +3
Skills
Acrobatics +5
Athletics +7
Perception +2
Feats
Dodge (During the creature's action, the creature can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The creature can select a new 3 opponents on their turn.)
Organization
Solitary or paired with a Gyno Automaton "sister unit"
Treasure None
Advancement
As the GM desires (do not abuse this awesome responsibility)

Gyno Automaton

Beautifully and lovingly created in a time long forgotten, this construct—undeniably feminine in its form—must have been one of a kind. But one would have to wonder, could it possibly have complementary unit?

Eight Shooter A gyno automaton is created with a mounted, revolver-like weapon that can be stored and concealed in one of its arms. This weapon is—for lack of a better explanation—essentially a supernaturally powered or otherwise magic firearm that can only be used by the automaton. It would appear to be more of a focusing device as the weapon—despite its revolver-like appearance—has no discernible moving parts of any kind except for those that are used to deploy it. Whatever the explanation, the weapon holds 8 charges before having to “reload.” Of interest is that the weapon cannot “reload” until all 8 charges have been used. Being that no physical ammunition is used, the automaton more aptly refocuses the weapon reloading 1d8 charges per turn until it has recharged to a full 8 rounds. The weapon cannot exceed a maximum of 8 rounds “loaded.” The weapon will not function if somehow removed from the automaton and can be deployed or retracted at no Combat Point cost and doing so does not provoke an Attack of Opportunity. The type of damage that this weapon inflicts is non specific lethal damage similar to magically imbued styli but it is also capable of causing bleed damage as other weapons could. This weapon is considered both a natural weapon that a gyno automaton is already considered proficient in using and counts as a Double Action revolver of Medium size for both the purposes of feats (if the GM desires to grant any to the automaton) and the types of attacks that it may perform.

Gyno Automaton (Medium Construct)

BV 24 HD 5d10+10 CHP 37 CP 16

STR	DEX	CON
20	24	—
INT	WIS	CHA
10	14	6

Structure Biped (Humanoid)
Initiative +7
Defense 18 (+7 DEX, +1 Natural, +3 Misc [against one designated opponent])
Touch 17 | Flat-footed 11
BAB +3
Grapple +8

Attack(s)

Slam (Melee)
2 CP +8 Light attack, 1d6+2 bludgeoning or (non-lethal) bludgeoning damage
3 CP +8 Standard attack, 1d6+5 bludgeoning or (non-lethal) bludgeoning damage
5 CP +8 Heavy attack, 2d6+5 bludgeoning or (non-lethal) bludgeoning damage
10 CP +8 Full attack, 3d6+9 bludgeoning or (non-lethal) bludgeoning damage
Eight Shooter (Ranged) (DA)
50ft, 8r
8 CP +10 Single Shot attack, 1d6+5 damage

4 CP +4 Potshot attack, 1d6+5 damage
6 CP +10 Double Tap attack, 2d6+5 damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Construct, Darkvision 120', Eight Shooter, Hardness 14, Humanoid Configuration, Repairable, Fly (1 CP per 20ft) (Perfect)
Saves Fort +1 | Ref +8 | Will +3
Skills
Acrobatics +7
Athletics +5
Perception +2
Feats
Dodge (During the creature's action, the creature can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The creature can select a new 3 opponents on their turn.)
Organization
Solitary or paired with an Andro Automaton "brother unit"
Treasure None
Advancement
As the GM desires (do not abuse this awesome responsibility)

Basilisk

The only thing more foul than this eight-legged lizard's temper is its putrid breath. The crests around the brow of its dragon-like face serve to make the creature appear more angered.

- Species Traits**
For the purposes of Called Shot attacks, a basilisk's head and other extremities count as being protected by its natural armor.
- Damage Reduction 2/Piercing** A basilisk ignores the first 2 points of damage dealt by any piercing weapon.
- Damage Reduction 4/Slashing** A basilisk ignores the first 4 points of damage dealt by any slashing weapon.
- Low-Light Vision** Basilisks can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Poison** A basilisk injects venom with a successful bite that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take 1d6 points of temporary Strength damage. If the target fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate 1d6 points of temporary Dexterity damage. The Saving Throw TN for both Saving Throws is equal to (10 + ½ the basilisk's Hit Dice + its Constitution modifier). A basilisk is immune to its own venom and the venom of other basilisks.
- Scent** This ability allows basilisks to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Basilisk (Medium Animal)

BV 15 HD 4d8+8 CHP 14 XHP 26 CP 12

STR	DEX	CON
16	10	14
INT	WIS	CHA
2	13	8

Structure Special (Octopod, possesses a head, 8 legs, and a tail)

Initiative +0

Defense 12 (+2 Natural)

Touch 10 | Flat-footed 12

BAB +3

Grapple +6

Attack(s)

Bite (Melee)

2 CP +6 Light attack, 1d6 piercing damage, poison

3 CP +6 Standard attack, 1d6+3 piercing damage, poison

5 CP +6 Heavy attack, 2d6+3 piercing damage, poison

10 CP +6 Full attack, 3d6+7 piercing damage, poison

Tail Slap (Melee)

3 CP +2 Light attack, 1d4-2 bludgeoning damage

4 CP +2 Standard attack, 1d4+1 bludgeoning damage

6 CP +2 Heavy attack, 2d4+1 bludgeoning damage

11 CP +2 Full attack, 3d4+5 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Damage Reduction (4/Slashing, 2/Piercing), Low-Light Vision, Poison [TN14],

Scent

Saves Fort +6 | Ref +4 | Will +2

Skills

Athletics +6

Perception +6 (+14 for scent-based checks)

Feats None

Organization

Solitary, pair, or colony (3d2)

Treasure

1d10 basilisk scales, 1d12 teeth

Advancement

5-8 HD (Medium)

9-10 HD (Large)

Camel

This short-furred ungulate of a light brown coat is possibly one of the most widespread variety of utility animal in hot desert regions. Adapted to harsh living conditions and possessing high stamina, their ability to last for longer periods of time in hot, dry desert heat without much sustenance has not gone without notice, and for this reason they are sought after by peoples of desert lands looking for a beast of burden.

Species Traits

For the purposes of Called Shot attacks, a camel's head and other extremities do not count as being protected by its natural armor. A light load for a camel is up to 216 pounds; a medium load, 217-432 pounds; and a heavy load, 433-648 pounds. A camel can push, pull, or drag up to 2,160 pounds. A camel can be trained to carry a rider, push or pull medium or heavy loads, and carry a rider into combat, but must be Work, Riding, or Combat Trained respectively as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details), but domesticated camels tend to already be trained for such. A camel cannot fight while carrying a rider unless it has Combat Training as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). A camel can attack while carrying a rider, but the rider cannot also attack in the same round unless he or she succeeds on a [TN14] Ride check.

Low-Light Vision Camels can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a camel to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A camel can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the camel, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the camel's Hit Dice + the camel's Strength modifier) to completely avoid the damage and move to a space of their choice outside of the camel's trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the camel's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Skill Bonus Camels receive a +4 bonus to Fortitude Saving Throws to resist the effects of Hot or hotter weather.

Dromedary Camel (Large Animal)

BV 12 HD 4d8+8 CHP 21 XHP 26 CP 11

STR	DEX	CON
18	13	14
INT	WIS	CHA
2	13	6

Structure Quadruped
Initiative +1
Defense 12 (+1 DEX, -1 Size, +1 Natural)
Touch 10 | Flat-footed 10
BAB +3
Grapple +11

Attack(s)

Bite (Melee)
3 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
4 CP +2 Standard attack, 1d2 piercing damage (no effect against armor)
6 CP +2 Heavy attack, 2d2 piercing damage
Kick (Melee)
3 CP +2 Light attack, 1d6+1 bludgeoning damage

4 CP +2 Standard attack, 1d6+4 bludgeoning damage
6 CP +2 Heavy attack, 2d6+4 bludgeoning damage
11 CP +2 Full attack, 3d6+8 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Low-Light Vision, Scent, Trample 2d6+6 [TN16], Run (1 CP per 20ft)
Saves Fort +6 (+10 to resist hot weather) | Ref +5 | Will +2

Skills
Acrobatics +4
Athletics +6
Perception +6 (+14 for scent-based checks)

Feats None
Organization
Domesticated, solitary, or herd (1d6+10)

Treasure None
Advancement
5-8 HD (Large)

Centaurs

Species Traits
For the purposes of Called Shot attacks, only a centaur's lower body, the torso specifically, counts as being protected by its natural armor. A centaur may carry up to two creatures of Small or Medium size as riders or passengers (assuming that the centaur could carry the weight of said passengers).

Automatic Language Centaurs read, speak, and write one language of the GM's choice.

Low-Light Vision Centaurs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Medium Upper Body Although centaurs are Large sized creatures, their upper torsos are that of Medium-size humanoids, followed by a horse-like body. Because of this, centaurs are subject to a slight modification of the Called Shot rules. A centaur's arms, hands, head, and torso can all be targeted (and suffer extremity damage as per the Called Shot rules), but a centaur's lower, horse-like body is targeted by default. The attacker must specify whether the upper or lower torso is being targeted before attacking, otherwise the attacker is assumed to be attacking the lower horse-like body.

If a centaur suffers an amount of damage that is at least half of its current Core Hit Points (rounded up) to its lower horse-like torso, it suffers the same effect as a leg suffering extremity damage. An attack to the upper torso is resolved using the centaur's Touch Defense score plus 2, and if a centaur suffers a successful Called Shot attack to any part of the torso of its human-like upper body, the damage inflicted upon it is multiplied by 1.5 (successful Critical Strikes are multiplied by 2) to signify it being a vulnerable target on the centaur's body. Centaurs are also capable of using the same weapons as Medium-size humanoids, incurring all of the benefits and penalties for proficiency or the lack thereof, or any other benefits and penalties that may be applicable. A centaur's humanoid upper body has, for the purposes the Strength modifier when using weapons and carrying capacity and lifting weight, an effective Strength ability score of 4 less than the listed score. The listed Strength score is for the centaur's lower horse-like body, which uses said Strength score for carrying capacity (if carrying items in containers or a rider on its horse-like body), and its push, pull, or drag limits. A centaur's lower body counts as quadrupedal for the purposes of carrying capacity.

Bonus Feats Centaurs receive the bonus feat Archaic Weapons Proficiency (Any).

Skill Bonuses Centaurs receive a +4 bonus on Athletics checks, but a -8 on Athletics checks to climb (included in profile).

Male

With the upper torso of a man, and the lower torso of a horse, this strong fighter prefer primitive weapons such as spears that could be employed using his sturdy frame, as well as Javelins for hit and run tactics.

Centaur, Male (Large Mystical Beast)

BV 17 **HD** 4d10+8 **CHP** 15 **XHP** 30 **CP** 13

STR	DEX	CON
18	14	15
INT	WIS	CHA
10	13	10

Structure Special (Humanoid upper body with no legs, Quadrupedal lower body)

Initiative +2

Defense 12 (+2 DEX, -1 Size, +1 Natural, +3 Misc [against one designated opponent])

Touch 11 (13) | Flat-footed 10

BAB +4

Grapple +12

Attack(s)

Kick (Melee)

3 CP +7 Light attack, 1d6+1 bludgeoning damage

4 CP +7 Standard attack, 1d6+4 bludgeoning damage

6 CP +7 Heavy attack, 2d6+4 bludgeoning damage

11 CP +7 Full attack, 3d6+8 bludgeoning damage

Long Spear (Melee)

3 CP +7 Light attack, 2d8/15-18 piercing or 1d8 bludgeoning damage

4 CP +7 Standard attack, 2d8+3/15-18 piercing or 1d8+3 bludgeoning damage

6 CP +7 Heavy attack, 3d8+3/15-18 piercing or 2d8+3 bludgeoning damage

11 CP +7 Full attack, 4d8+7/15-18 piercing or 3d8+7 bludgeoning damage

Javelin (Ranged)

30ft

5 CP +5 Throw attack, 2d6+2 piercing damage

Reach 5' (20' when attacking with Long Spear, cannot strike adjacent foes with this weapon)

Fighting Space 10' by 10'

Special Qualities

Low-Light Vision, Medium Upper Body, Run (1 CP per 20ft)

Saves Fort +6 | Ref +6 | Will +2

Skills

Acrobatics +8

Athletics +14 (+6 for climbing checks)

Craft (Structural) +3

Perception +8

Stealth +0

Feats

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Dodge (During the creature's action, the creature can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The creature can select a new 3 opponents on their turn.)

Organization

Solitary, pair, band (3d3+1 random assortment of female and male centaurs), or tribe (2d8+10 random assortment of female and male centaurs plus 30% noncombatants)

Treasure

Cloth barding, 1d4 hooves, Long Spear, 4 Javelins, Quiver, other possessions determined by GM

Advancement

By Character Level

Female

With the upper torso of a woman, and lower body of a horse, this agile fighter prefers well-practiced archery for her means of fighting.

Centaur, Female (Large Mystical Beast)

BV 12 **HD** 4d10+8 **CHP** 14 **XHP** 30 **CP** 13

STR	DEX	CON
16	14	14
INT	WIS	CHA
10	13	12

Structure Special (Humanoid upper body with no legs, Quadrupedal lower body)

Initiative +2

Defense 12 (+2 DEX, -1 Size, +1 Natural)

Touch 11 (13) | Flat-footed 10

BAB +4

Grapple +11

Attack(s)

Kick (Melee)

3 CP +6 Light attack, 1d6 bludgeoning damage

4 CP +6 Standard attack, 1d6+3 bludgeoning damage

6 CP +6 Heavy attack, 2d6+3 bludgeoning damage

11 CP +6 Full attack, 3d6+7 bludgeoning damage

Heavy Recurve Bow (Ranged)

40ft (60ft with feat), 1r

5 CP +4 Light Pull attack, 2d4+3 piercing damage (Range increment reduced by 5ft)

6 CP +4 Medium Pull attack, 3d4+3 piercing damage

7 CP +4 Heavy Pull attack, 4d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Low-Light Vision, Medium Upper Body, Run (1 CP per 20ft)

Saves Fort +6 | Ref +6 | Will +2

Skills

Acrobatics +8

Athletics +13 (+5 for climbing checks)

Craft (Structural) +3

Perception +8

Stealth +0

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)

Organization

Solitary, pair, band (3d3+1 random assortment of female and male centaurs), or tribe (2d8+10 random assortment of female and male centaurs plus 30% noncombatants)

Treasure

Cloth barding, 1d4 hooves, Heavy Recurve Bow, 2 Quivers, 40 Fieldpoint Arrows, other possessions determined by GM

Advancement

By Character Level

Chimera

This horrific being is comprised primarily of the head and body of large, predatory feline, but with the unexpected addition of a ram-like head, and the head and neck of a dragon with reptilian scales randomly clustered around the feline body. More disturbing is that the beast can actually speak Sapient languages (if very poorly), and that all three heads appear to have a mind of their own.

Species Traits

For the purposes of Called Shot attacks, a chimera's heads and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). For the purposes of damage, a chimera adds 1.5x its STR modifier to attacks with its claws.

Automatic Language A chimera can speak and understand (but neither read nor write) one language of the GM's choice.

Breath Weapon Once every 1d6+2 rounds, for 7 Combat Points, a chimera can breathe a 25-foot cone of 3d8 of one type of elemental damage of the GM's choosing. Only one type may be chosen and used for the chimera from the following types: Acid, Cold, Concussion, Electricity, or Fire. All creatures within the affected area can make a Reflex Saving Throw for half damage (TN is 10 + ½ the chimera's HD + its Constitution modifier).

Damage Reduction 4/Bludgeoning, Piercing, Slashing A chimera ignores the first 4 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Elemental Resistance 10 A chimera ignores the first 10 points of the same type of elemental damage as its breath weapon.

Keen Sight Chimeras have Darkvision with a range of 90 feet and Low-Light Vision.

Multiple Heads Chimeras have three different heads: the head of a dragon, the head of a goat or a ram, and the head of a large wild feline. Each one of these heads can be individually targeted as per the Called Shot rules for targeting a head. If the targeted head suffers a total amount of damage from an attack equal to at least one third of the chimera's total remaining Core Hit Points (rounded up), the chimera loses one third of its remaining Core Hit Points (rounded up) instead of the actual dealt to it, and the head is "killed" and can no longer be used by the chimera. If the dragon head is "killed" the chimera can no longer utilize its breath weapon. If all three heads are "killed" the chimera dies immediately even if its Core Hit Points did not reach -10 Core Hit Points. When any of the heads are killed, the chimera also suffers a Strength, Dexterity, and Wisdom drain of 1d4 (rolled once per head). The penalty can never cause a chimera's ability scores to drop below a minimum of 1.

Scent This ability allows a chimera to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Chimera (Large Mystical Beast)

BV 37 HD 6d10+24 CHP 22 XHP 57 CP 15

STR	DEX	CON
19	12	18
INT	WIS	CHA
4	13	10

Structure Quadruped (possesses 3 heads and 2 wings)

Initiative +1

Defense 13 (+1 DEX, -1 Size, +3 Natural)

Touch 10 | Flat-footed 12

BAB +6

Grapple +14

Attack(s)

Bite (Melee)

- 3 CP +9 Light attack, 1d8+1 piercing damage
- 4 CP +9 Standard attack, 1d8+4 piercing damage
- 6 CP +9 Heavy attack, 2d8+4 piercing damage
- 11 CP +9 Full attack, 3d8+8 piercing damage

Claws (Melee)

- 3 CP +9 Light attack, 1d6+3 slashing damage
- 4 CP +9 Standard attack, 1d6+6 slashing damage
- 6 CP +9 Heavy attack, 2d6+6 slashing damage
- 11 CP +9 Full attack, 3d6+10 slashing damage

Slam (Melee)

- 3 CP +4 Light attack, 1d4+1 bludgeoning damage
- 4 CP +4 Standard attack, 1d4+4 bludgeoning damage
- 6 CP +4 Heavy attack, 2d4+4 bludgeoning damage

11 CP +4 Full attack, 3d4+8 bludgeoning damage

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Breath Weapon [TN17] 3d8 (element is GM's choice), Damage Reduction (4/Bludgeoning, Piercing, Slashing), Elemental Resistance 10 (element is GM's choice), Keen Sight, Multiple Heads, Scent, Fly (1 CP per 10ft) (Poor)

Saves Fort +9 | Ref +6 | Will +3

Skills

Acrobatics +5

Athletics +6

Perception +4 (+12 for scent-based checks)

Presence +4 (+8 when Intimidating) (can only be used to Intimidate or Terrify)

Feats

Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)

Organization

Solitary, pride (1d3+2), or flight (1d6+4)

Treasure

1d4 horns, 1d8 scales, 4d6 teeth, 1d2 wings

Advancement

7-10 HD (Large)

11-14 HD (Huge)

Couatl

This serpentine creature flies through the air with amazing gracefulness. Just beyond the base of its snake-like head, there are what appear to be a crest of feathers like wings on each side... notably, these wings are like vibrantly colored feathers of certain birds.

Species Traits

For the purposes of Called Shot attacks, an couatl's head does not count as being protected by its natural armor. A couatl does not require the use of its wings to maintain flight.

Automatic Language A couatl understands, can read and speak (but cannot write) all languages.

Constrict A couatl deals an amount of bludgeoning damage equal to the current damage dice of its slam attack, plus 1.5 times its Strength modifier, with a successful grapple check against a target at least one size category smaller than itself.

Damage Reduction 4/All A couatl ignores the first 4 points of damage dealt by any weapon.

Improved Grab To use this ability, the couatl must hit an opponent of the same size category or smaller than itself with either its bite or slam attack. It can then attempt to start a grapple without provoking an Attack of Opportunity. If it wins the grapple check, it establishes a hold and can use its constrict ability.

Keen Sight Couatls have Darkvision with a range of 120 feet and Low-Light Vision

Psion A couatl can use the psionic powers of any category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Psionic Point requirements. (The listed powers and chosen psionic categories are merely for convenience.)

Bonus Feats Couatls receive the bonus feats Psionic Squire (Telepathy) and Psionic Knight (Telepathy).

Couatl (Large Outsider)

BV 34 HD 5d8+15 CHP 18 XHP 37 ML 155* CP 15

STR	DEX	CON
18	16	17
INT	WIS	CHA
17	17	10

Structure Snake/Worm-like (with a head and 2 wings)

Initiative +3

Defense 14 (+3 DEX, -1 Size, +2 Natural)

Touch 12 | Flat-footed 11

BAB +5

Grapple +13

Attack(s)

Bite (Melee)

3 CP +8 Light attack, 1d8+1 piercing damage

4 CP +8 Standard attack, 1d8+4 piercing damage

6 CP +8 Heavy attack, 2d8+4 piercing damage

11 CP +8 Full attack, 3d8+8 piercing damage

Slam (Melee)

3 CP +8 Light attack, 1d4+1 bludgeoning damage

4 CP +8 Standard attack, 1d4+4 bludgeoning damage

6 CP +8 Heavy attack, 2d4+4 bludgeoning damage

11 CP +8 Full attack, 3d4+8 bludgeoning damage

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(*Fluid Sense*, psion can sense the location of any source of liquid more than 8 units, within a 100 foot radius of them, 0PP)

(*Fluid Suspension*, psion suspends the listed amount of liquid in the air that is within 25 feet of them, this liquid continues to float and swirl around them, and is the pool of fluid that is drawn from when using water for attacks and defense, this power lasts until canceled, 32 units, 11PP)

(*Fluid Tendril* 35ft max, psion flings a tendril of liquid at a target up to the listed distance for the listed amount of bludgeoning damage, this power requires the listed amount of liquid, 4d4 Bludgeoning, requires 16 units, 4PP)

(*Telepathic Communication* 50ft max, psion may broadcast its voice into the mind of creature who is considered indifferent, friendly, or helpful to them, when broadcasting to anyone who is is unfriendly or hostile, the target makes a Will Saving Throw (TN10 + Couatl's Psionics (Telepathy) Rank + WIS modifier)), and if failed, hears the broadcast, the target may disregard the message without penalty, [TN22] 0PP)

(*Telepathic Link* 80ft max, creates a link with a creature who is considered indifferent, friendly, or helpful, once established, those linked may talk freely to one another in each other's mind, this power is not limited by the languages a character speaks, if they move beyond that distance, the link is severed and the telepath must reestablish the link, this power lasts until canceled, 3 minds, 10PP)

(*Wind Burst* 30ft max, 25ft blast radius, psion creates a burst of wind that has a listed blast radius, any creature caught in the blast must make a Reflex Saving Throw based on the couatl's abilities (TN15 + Couatl's Psionics (Fluid Dynamics) Rank + WIS modifier)) or be knocked Prone, also clears any smoke, tear gas, or chemical irritant in the affected area, [TN27 Ref], 5PP)

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Constrict 1d8+6, Damage Reduction (4/All), Improved Grab, Keen Sight, Fly (1 CP per 15ft) (Perfect)

Saves Fort +7 | Ref +7 | Will +7

Skills

Acrobatics +10

Athletics +12

Perception +12

Presence +5 (can only be used to Intimidate or Terrify)

Psionics (Fluid Dynamics) +12

Psionics (Telepathy) +12

Stealth +7

Feats

Psionic Squire (Telepathy) (-1 to PP cost when using psionic powers in the chosen category.)

Psionic Knight (Telepathy) (-3 to PP cost when using psionic powers in the chosen category.)

Psionic Squire (Fluid Dynamics) (-1 to PP cost when using psionic powers in the chosen category.)

Psionic Knight (Fluid Dynamics) (-3 to PP cost when using psionic powers in the chosen category.)

Organization

Solitary, pair, or flight (3d2)

Treasure

1d2 wings

Advancement

6-9 HD (Large)

10-20 HD (Huge)

*35 Mental Limit used for initial psionic power use.

Creeping Trapper

This unassuming bellflower lies in wait before releasing a yellow-green tinged cloud of spores to debilitate and facilitate the capture of its quarry. Once assured, this hungry plant meanders towards its catch with an appearance of floating as it is carried by its ever slithering roots.

Species Traits

For the purposes of Called Shot attacks, a creeping trapper's extremities do not count as being protected by its natural armor.

Blindsight A creeping trapper can ascertain all creatures and objects within 90 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the creeping trapper's use of this ability.

Debilitating Spores A creeping trapper can release a cloud of spores to assist it in both defense and offense. Once every 1d8 rounds, for 4 Combat Points, a creeping trapper can release a cloud of spores in a 20 foot radius around itself. Any creature within the spore cloud must succeed on a Fortitude Saving Throw or become Inebriated; additional Fortitude Saving Throws must be made every minute for as long as a creature is exposed to the spore cloud to avoid becoming Inebriated. The Saving Throw TN is equal to (10 + ½ the creeping trapper's Hit Dice + its Constitution modifier). Once an affected creature is removed and no longer exposed to the spore cloud, the effect wears off in 1d4 minutes. A spore cloud tends to stay in the one location it was released and becomes inert after 4 rounds. If exposed to a strong enough gust of wind, the cloud disperses and is rendered inert. Any creature wearing a gas mask or comparable equipment is immune to the effects of this ability. Creatures that do

not have to breathe are immune to the effects of this ability. A creeping trapper is immune to its own spores and the spores of other creeping trappers.

Electricity Resistance 10 A creeping trapper ignores the first 10 points of electricity damage from electricity-based attacks or effects.

Plant Creeping trappers have the traits and immunities common to plants.

Swallow Whole If a creeping trapper begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the creeping trapper, the opponent takes bludgeoning damage equal to the creeping trapper’s bite attack, plus 1 point of acid damage per round from the monster’s digestive enzymes. A successful grapple check allows the swallowed creature to climb out of the bell and return to the creeping trapper’s maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the bell using claws (or talons) or a Small or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the bell in this way creates an opening large enough to permit escape. Large or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the bell ignore all Damage Reductions noted in the creature’s profile. A Medium creeping trapper’s bell can hold 2 Tiny, 8 Diminutive, or 32 Fine opponents. A Large creeping trapper’s bell can hold 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine opponents. See Special Qualities for more information.

Creeping Trapper (Medium Plant)

BV 8 HD 2d8 CHP 6 XHP 9 CP 10

STR	DEX	CON
10	8	10
INT	WIS	CHA
1	10	1

Structure Special (Inverted bell shape with 4 locomotive tendrils)

Initiative -1

Defense 10 (-1 DEX, +1 Natural)

Touch 9 | Flat-footed 9

BAB +1

Grapple +1

Attack(s)

Bite (Melee)

- 2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
- 3 CP +1 Standard attack, 1d2 piercing damage
- 5 CP +1 Heavy attack, 2d2 piercing damage

10 CP +1 Full attack, 3d2+4 piercing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Blindsight 90', Debilitating Spores [TN1], Electricity Resistance 10, Plant, Swallow Whole (DEF 6, DMG 2)

Saves Fort +3 | Ref -1 | Will +0

Skills None

Feats None

Organization

Solitary or group (2d4+2)

Treasure

1d6 roots, 1d10 seed pods

Advancement

3-4 HD (Medium)

5-8 HD (Large)

Cyclopes

Species Traits

For the purposes of Called Shot attacks, a cyclops' head and other extremities do not count as being protected by its natural armor. The giant club and giant hammer weapons that cyclopes use are considered to be Gargantuan size weapons and simple weapons for the purposes of feats and proficiency. The giant club weighs 12 lbs. The giant hammer weighs 20 lbs. Cyclopes can use either weapon one-handed, but incur a -2 penalty on all attack rolls and can only add half of its Strength score modifier to damage rolls with the weapon when using it in such a manner. Cyclopes are incapable of using weapons designed for Medium or smaller creatures (except for ranged thrown weapons). Brutish cyclopes cannot and do not use magic. The aetherstave that a cyclops sorcerer uses is nearly 7 feet in length and is pre-formatted.

Automatic Language Cyclopes read, speak, and write any one language of the GM's choice.

Keen Sight Cyclopes have Darkvision with a range of 90 feet and Low-Light Vision that can see four times farther than humans.

Magic User A cyclops can use any spell from any Spell school category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Spellpoint requirements. It is also subject to all of the rules involving the use of Spells.

Bonus Feats A cyclops gains the bonus feat Archaic Weapons Proficiency (any) or Simple Weapon Specialist.

Skill Bonus Cyclopes receive a +6 species bonus on Perception checks to see.

Cyclops

This nearly nine foot tall man with dusty brown skin stands with warhammer at the ready. As if his height was not intimidating enough, he has only a single disturbingly large eye that takes up a noticeable amount of space on the upper half of his head.

Cyclops (Large Giant)

BV 24 HD 6d8+12 CHP 20 XHP 39 ML 154* CP 12

STR	DEX	CON
21	10	15
INT	WIS	CHA
10	13	9

(Fireball 25ft (+3 ranged touch attack), 1d4 Fire, 3 uses, 6SP)

(Frostball 25ft (+3 ranged touch attack), 1d3 Cold, 3 uses, 5SP)

Structure Biped (Humanoid)

Initiative +0

Defense 11 (-1 Size, +2 Natural)

Touch 9 | Flat-footed 11

BAB +4

Grapple +13

Attack(s)

Slam (Melee)

3 CP +8 Light attack, 1d6+2 bludgeoning damage

4 CP +8 Standard attack, 1d6+5 bludgeoning damage

6 CP +8 Heavy attack, 2d6+5 bludgeoning damage

11 CP +8 Full attack, 3d6+9 bludgeoning damage

Giant Hammer (Melee)

3 CP +8 Light attack, 2d6+4 bludgeoning damage

4 CP +8 Standard attack, 2d6+7 bludgeoning damage

6 CP +8 Heavy attack, 3d6+7 bludgeoning damage

11 CP +8 Full attack, 4d6+11 bludgeoning damage

Javelin (Ranged)

30ft

5 CP +3 Throw attack, 2d6+5 piercing damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Keen Sight, Magic User

Saves Fort +7 | Ref +2 | Will +3

Skills

Athletics +8

Perception +8 (+14 for sight-based checks)

Spell school (Evocation) +6

Presence +2

Feats

Simple Weapon Specialist (Giant Hammer) (-1 to CP cost when attacking with the chosen simple weapon.)

Skill Focus (Perception)

Skill Focus (Spell school (Evocation))

Organization

Solitary, conclave (2d3 cyclopes plus 1 cyclops sorcerer), or warband (1d6 cyclopes plus 1d2+1 brutish cyclopes and 1d2 cyclops sorcerer leaders of 9-10 HD)

Treasure

Location or faction specific clothing, Giant Hammer, 2 Javelins, 2 Loose Leaf sheets of Cotton Paper (2 used)

Advancement

By Character Level

*11 Mental Limit used.

Brutish

These mentally inept brutes are used as shock troopers for sieges and assaults against the enemies of the cyclopes. They possess a single short horn that grows out from the forehead above the eyeball that is utilized as a brutal weapon.

For the purposes of damage, a brutish cyclops adds 1.5x its STR modifier to its slam attack.

Brutish Cyclops (Large Giant)

BV 29 HD 6d8+36 CHP 24 XHP 63 CP 12

STR	DEX	CON
28	7	22
INT	WIS	CHA
6	8	9

Structure Biped (Humanoid)
Initiative -2
Defense 12 (-2 DEX, -1 Size, +5 Natural)
Touch 7 | Flat-footed 12
BAB +4
Grapple +17

Attack(s)

Gore (Melee)
3 CP +7 Light attack, 1d6+6 piercing damage
4 CP +7 Standard attack, 1d6+9 piercing damage
6 CP +7 Heavy attack, 2d6+9 piercing damage
11 CP +7 Full attack, 3d6+13 piercing damage
Slam (Melee)
3 CP +12 Light attack, 1d6+10 bludgeoning damage
4 CP +12 Standard attack, 1d6+13 bludgeoning damage
6 CP +12 Heavy attack, 2d6+13 bludgeoning damage
11 CP +12 Full attack, 3d6+17 bludgeoning damage
Giant Club (Melee)

3 CP +12 Light attack, 1d8+10 bludgeoning damage
4 CP +12 Standard attack, 1d8+13 bludgeoning damage
6 CP +12 Heavy attack, 2d8+13 bludgeoning damage
11 CP +12 Full attack, 3d8+17 bludgeoning damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Keen Sight
Saves Fort +11 | Ref +0 | Will +1
Skills
Athletics +14
Perception +2 (+8 for sight-based checks)
Presence +4
Feats
Simple Weapon Specialist (Giant Club) (-1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Athletics)
Organization
Solitary or unit (1d3+1)
Treasure
Tattered clothes, Giant Club
Advancement
By Character Level

Sorcerer

These learned, wise giants are often chosen to lead groups of cyclops warriors. Although not as martially inclined as their warrior counterparts, their intellect and magic prowess make them fighters not to be underestimated.

Cyclops, Sorcerer (Large Giant)

BV 26 HD 8d8+16 CHP 20 XHP 52 ML 200* CP 13

STR	DEX	CON
20	10	15
INT	WIS	CHA
15	14	10

Structure Biped (Humanoid)
Initiative +0
Defense 11 (-1 Size, +2 Natural)
Touch 9 | Flat-footed 11
BAB +6
Grapple +15

Attack(s)

Slam (Melee)
3 CP +10 Light attack, 1d6+2 bludgeoning damage
4 CP +10 Standard attack, 1d6+5 bludgeoning damage
6 CP +10 Heavy attack, 2d6+5 bludgeoning damage
11 CP +10 Full attack, 3d6+9 bludgeoning damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(*Electrodriver* 15ft (45ft line) (+5 line attack), 3d3 Electricity [TN24 Ref], 10 uses**, 17SP)
(*Fire Blast* 10ft (10ft blast radius) (+5 ranged area attack), 1d8 Fire [TN24 Ref], 10 uses**, 15SP)
(*Frostball* 20ft (+5 ranged touch attack), 1d8 Cold, 5 uses**, 10SP)

**Uses in this context refers to the total number of spell uses with available "used" writing media. All three spells can be used a combined total of 30 times with the pre-formatted Aetherstave.

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Keen Sight, Magic User
Saves Fort +8 | Ref +2 | Will +4
Skills
Athletics +5
Linguistics (one of the GM's choice) +1
Perception +6 (+12 for sight-based checks)
Spellschool (Evocation) +18
Presence +2
Feats
Simple Weapon Specialist (one of the GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Perception)
Skill Focus (Spellschool (Evocation))
Organization
Solitary, conclave (2d3 cyclopes plus 1d2 cyclops sorcerers), tribe (1d6 cyclopes plus 1d2+1 brutish cyclopes and 1d2 cyclops sorcerer leaders of 9-10 HD)
Treasure
Location or faction specific robes or vestments, Small Waist Pack, Aetherstave (pre-formatted, may use three spells up to a combined 30 uses), 8 Loose Leaf pages of Parchment Paper (5 used, 3 blank)
Advancement
By Character Level

*74 Mental Limit used.

Daemonic Cyberbeast

This beastly, taurus-headed tower of muscle and metal stands at 14 feet tall with one of its arms being some kind of energy cannon. Horrific in appearance and stature, whomever would war with this beast will need to bring the big guns.

Species Traits

For the purposes of Called Shot attacks, a Daemonic Cyberbeast's head and other extremities count as being protected by its natural armor. A Daemonic Cyberbeast is not affected by EMP effects. For the purposes of damage, a Daemonic Cyberbeast adds 1.5x its STR modifier to its slam attack.

Automatic Language A Daemonic Cyberbeast understands (but can neither read, speak, nor write) one language of the GM's choice.

Damage Reduction 15/All A Daemonic Cyberbeast ignores the first 15 points of damage dealt by any weapon.

Electricity Resistance 12 A Daemonic Cyberbeast ignores the first 12 points of fire damage from any electricity-based attack or effect.

Fire Resistance 8 A Daemonic Cyberbeast ignores the first 8 points of fire damage from any fire-based attack or effect.

Keen Sight A Daemonic Cyberbeast has Darkvision with a range of 60 feet and Low-Light Vision.

Powered Energy Launcher A Daemonic Cyberbeast possesses a ranged weapon attached to one of its arms (GM's choice), up to the elbow. This weapon is powered by the creature's own energy (effectively granting it an unlimited supply of ammunition) and cannot be utilized if removed from the creature or if the creature's arm is separated from the rest of its body. The launcher has two firing modes: Chargeshot and Semi, and can switch between them at no cost in Combat Points. The launcher has an effective Wattage Rating of 90kW (4d8 plasma damage) and a range increment of 70 feet. The energy bolts fired by this weapon tend to explode on impact with a blast radius of 10 feet. For the purposes of damage this ability uses the Explosives and Extremity damage rules from the Core Rulebook with the notable exception that the blast is not subject to Wounding Radius (see pg. 73-75 & 157 of the Core Rulebook for more details). The launcher counts as a Large sized plasarm and a Natural Weapon that a Daemonic Cyberbeast is proficient in using, follows all of the same rules for the use of plasarms, and costs the same amount of Combat Points for the use of the fire modes that it possesses.

Seal Wounds By some unknown means either natural or due to its cybernetics, Daemonic Cyberbeasts have the ability to stop bleeding in a short amount of time. Daemonic Cyberbeasts heal 10 dice of bleed damage per combat round. This ability can only stop bleeding and cannot actually heal damage.

Daemonic Cyberbeast (Large Outsider)

BV 75 HD 10d8+100 CHP 40 XHP 145 CP 15

STR	DEX	CON
32	10	30
INT	WIS	CHA
4	12	10

Structure Biped (Humanoid)

Initiative +0

Defense 18 (-1 Size, +9 Natural)

Touch 9 | Flat-footed 18

BAB +10

Grapple +25

Attack(s)

Bite (Melee)

- 3 CP +20 Light attack, 1d8+2 piercing damage
- 4 CP +20 Standard attack, 1d8+5 piercing damage
- 6 CP +20 Heavy attack, 2d8+5 piercing damage
- 11 CP +20 Full attack, 3d8+9 piercing damage

Slam (Melee)

- 3 CP +20 Light attack, 1d8+13 bludgeoning damage
- 4 CP +20 Standard attack, 1d8+16 bludgeoning damage
- 6 CP +20 Heavy attack, 2d8+16 bludgeoning damage
- 11 CP +20 Full attack, 3d6+20 bludgeoning damage

Energy Launcher (Ranged) (90kW) (Semi/Charge)

- 70ft (10ft blast radius)
- 7 CP +9 Single Shot attack, 4d8 plasma damage
- 4 CP +3 Potshot attack, 4d8 plasma damage
- 4 CP (+2 CP per additional charge level) +9 Chargeshot attack, 4d8 (+1 additional damage dice per charge level) plasma damage
- 6 CP +9 Double Tap attack, 6d8 plasma damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Damage Reduction (15/All), Fire Resistance 8, Electricity Resistance 12, Keen Sight, Powered Energy Launcher, Seal Wounds

Saves Fort +21 | Ref +7 | Will +8

Skills

Perception +10

Presence +10 (can only be used to Intimidate or Terrify)

Feats

Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)

Cleave (Once per round, if the creature reduces a creature to 0 CHP or less, the creature may immediately make a melee attack against another creature within reach for no CP. The creature may move up to 10' before making this extra attack, but the creature must have enough CP to move this distance, and the creature must move directly towards another enemy creature to take this attack. The extra attack is with the same weapon as the attack that dropped the previous creature.)

Focused Saving Throw (Fortitude)

Organization

Solitary

Treasure None

Advancement

11-15 HD (Large)

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the baryonyx have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Low-Light Vision Baryonyxes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a baryonyx to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat Baryonyxes receive the bonus feat Weapon Expertise (Claws).

Skill Bonuses Baryonyxes receive a +2 species bonus on Athletics to swim (included in profile).

Baryonyx (Large Animal)					
BV 18 HD 5d8+15 CHP 21 XHP 37 CP 14					
STR	DEX	CON			
18	12	17			
INT	WIS	CHA			
2	12	8			
Biped ("Humanoid", possesses a tail) Initiative +1 Defense 12 (+1 DEX, -1 Size, +2 Natural) Touch 10 Flat-footed 12 BAB +4 Grapple +12			Reach 10' Fighting Space 10' by 10' Special Qualities Higher Bleed Threshold, Low-Light Vision, Scent, Run (1 CP per 10ft), Swim (1 CP per 10ft) Saves Fort +8 Ref +6 Will +3 Skills Acrobatics +4 Athletics +4 (+6 for swimming checks) Perception +8 (+16 for scent-based checks)		
Attack(s)			Feats		
Bite (Melee) 3 CP +7 Light attack, 1d8+1 piercing damage 4 CP +7 Standard attack, 1d8+4 piercing damage 6 CP +7 Heavy attack, 2d8+4 piercing damage 11 CP +7 Full attack, 3d8+8 piercing damage Claws (Melee) 2 CP +4 Light attack, 1d8+3 slashing damage 3 CP +4 Standard attack, 1d8+6 slashing damage 5 CP +4 Heavy attack, 2d8+6 slashing damage 10 CP +4 Full attack, 3d8+10 slashing damage			Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)		
			Organization		
			Solitary, pair, or pack (3d4)		
			Treasure		
			1d2 talons, 2d10 teeth		
			Advancement		
			6-8 HD (Large)		
			9-10 HD (Huge)		

Dinosaur, Stegosaurus

This quadrupedal herbivore has two impressive rows of sharp plates running down its back and to the base of its tail. Its tail is also impressive, with a number of thorny spikes adorning both sides near the tip.

Species Traits

For the purposes of Called Shot attacks, an stegosaurus' extremities (except for its head) count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Damage Reduction 5/Bludgeoning, Piercing, Slashing A stegosaurus ignores the first 5 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Damage Reduction 4/Ballistic A stegosaurus ignores the first 4 points of damage dealt by any ballistic weapon.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the stegosaurus have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Low-Light Vision Stegosauruses can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows an stegosaurus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A stegosaurus can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the stegosaurus, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the stegosaurus' Hit Dice + the its Strength modifier) to completely avoid the damage and move to a space of their choice outside of the stegosaurus' trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the

Stegosaurus (Huge Animal)

STR	DEX	CON
35	10	17
INT	WIS	CHA
2	12	9

6 CP +17 Heavy attack, 4d6+12 bludgeoning damage plus 1d6+14 piercing damage

11 CP +17 Full attack, 5d6+16 bludgeoning damage plus 1d6+16 piercing damage

Structure Quadruped (possesses a tail)

Initiative +0

Defense 14 (-2 Size, +6 Natural)

Touch 8 | Flat-footed 14

BAB +7

Grapple +27

Attack(s)

Slam (Melee)

3 CP +17 Light attack, 1d8+9 bludgeoning damage

4 CP +17 Standard attack. 1d8+12 bludgeoning damage

6 CP +17 Heavy attack, 2d8+12 bludgeoning damage

11 CP +17 Full attack. 3d6+16 bludgeoning damage

Tail Whip (Melee)

3 CP +17 Light attack, 3d6+9 bludgeoning damage plus 1d6+9 piercing damage

4 CP +17 Standard attack, 3d6+12 bludgeoning damage plus 1d6+12 piercing damage

Reach 10'

Fighting Space 15' by 15'

Special Qualities

Damage Reduction (5/Bludgeoning, Piercing, Slashing, 4/Ballistic), Higher Bleed Threshold, Low-Light Vision, Scent, Trample 2d6+18 [TN27]

Saves Fort +10 | Ref +7 | Will +4

Skills

Athletics +9

Perception +10 (+18 for scent-based checks)

Feats None

Organization

Solitary, pair, or herd (3d4)

Treasure

4d6 ridge plates, 1d6 tail spikes

Advancement

11-14 HD (Huge)

15-20 HD (Gargantuan)

This clever beast silently waits in the tall grass as it observes its prey. The predator displays a disturbing sort of inquisitiveness as the anticipation thickens and it finally decides to strike, pouncing upon its prey and slashing it asunder with a terrifying talon on each foot.

For the purposes of Called Shot attacks, an utahraptor's head and other extremities do not count as being protected by its natural armor. For the purposes of damage, an utahraptor adds 1.5x its STR modifier to attacks with its foot talons.

Higher Bleed Threshold Due to a different circulatory system than mammals, dinosaurs such as the utahraptor have a higher threshold before suffering bleed damage. It has double the normal damage threshold for a creature of size category before it begins to bleed and accumulate bleed dice.

Improved Grab To use this ability, an utahraptor must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Utahraptors can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows an utahraptor to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat Utahraptors receive the bonus feat **Weapon Expertise (Claws)**.

Skill Bonuses Utahraptors receive a +4 species bonus on Athletics (included in profile). In areas of tall grass or heavy undergrowth, they gain a bonus of +4 to Stealth checks to avoid being seen.

Utahraptor (Large Animal)

BV 20 HD 3d8+12 CHP 19 XHP 25 CP 15

STR	DEX	CON
18	15	18
INT	WIS	CHA
2	14	9

Structure Biped ("Humanoid", possesses a tail)

Initiative +2

Defense 13 (+2 DEX, -1 Size, +1 Natural)

Touch 11 | Flat-footed 10

BAB +2

Grapple +10

Attack(s)

Bite (Melee)

3 CP +5 Light attack, 1d8+1 piercing damage

4 CP +5 Standard attack, 1d8+4 piercing damage

6 CP +5 Heavy attack, 2d8+4 piercing damage

11 CP +5 Full attack, 3d8+8 piercing damage

Claws (Melee)

2 CP +2 Light attack, 1d8+1 slashing damage

3 CP +2 Standard attack, 1d8+4 slashing damage

5 CP +2 Heavy attack, 2d8+4 slashing damage

10 CP +2 Full attack, 3d8+8 slashing damage

*Talons (Melee)

3 CP +5 Light attack, 2d6+3 slashing damage

4 CP +5 Standard attack, 2d6+6 slashing damage

6 CP +5 Heavy attack, 3d6+6 slashing damage
*can only be used against a Grappled or Pinned foe

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Higher Bleed Threshold, Improved Grab, Low-Light Vision, Scent, Run (1 CP per 15ft)

Saves Fort +7 | Ref +5 | Will +3

Skills

Acrobatics +4

Athletics +8

Perception +10 (+18 for scent-based checks)

Stealth +2 (+6 in tall grass or undergrowth to avoid being seen)

Feats

Weapon Expertise (Claws) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)

Organization

Solitary, pair, or pack (3d4)

Treasure

1d2 talons, 2d10 teeth

Advancement

4-10 HD (Large)

DraGUN

Sitting on a mountain of glistening spent brass, this fearsome metal dragon holds many secrets. A terrifying abomination of metal—just as the dragons that it was meant to imitate—it has a “breath weapon” unlike any other, that should be avoided at all cost, by even the most hardened of adventurers. In all likelihood, it was probably created by two engineers—a dwarf and an elf—with too much free time on their hands.

Species Traits

For the purposes of Called Shot attacks, the DraGUN's head and other extremities count as being protected by its natural armor.

Automatic Language The DraGUN cannot speak or write, but can read and understand instructions communicated to it by an authorized individual, in any one language of the GM's choice. Additional languages can be uploaded into its information storage medium at 3 WP for a language.

Built-in Vulcan Gun The DraGUN is equipped with a built-in vulcan gun. The unit is mounted in the the DraGUN's “throat.” In the event that such information becomes necessary, the vulcan gun can be targeted as an object with a Defense score of 9, Hardness 6, and HP 10. Although, being able to directly attack the vulcan gun is very unlikely, as the DraGUN only exposes the vulcan gun long enough to attack and then immediately retracts the vulcan gun back into its “throat.” If the weapon loses all of its HP it is no longer usable until it is completely repaired (see below).

The vulcan gun feeds from a linked ammunition feed within the DraGUN's main body (that runs up through its “neck”) that holds a maximum of 1000 rounds of ammunition. The vulcan gun can only be reloaded with proper equipment. The details and nature of this equipment is determined by the GM. The ammunition used by the vulcan gun is usually a 1-to-1 ratio mix of FMJ and Tracer by default but it can accept any type of 7.92x94mm ammunition. Due to the construction of the unit, the vulcan gun has no Error Range and is not affected by the Error Range that comes from using alternate forms of its ammunition.

This unit counts as a Gargantuan sized firearm that can only be used by the DraGUN and is subject to all of the normal Combat Point costs and rules regarding the use of a firearm. The DraGUN also incurs -10 penalty on its attack rolls when using this weapon against an opponent adjacent itself.

Advanced Scanners The DraGUN can see in the dark up to 210 feet, capable of functioning with no light at all. In addition to this, it is capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +8 bonus on all Perception checks (included in profile).

Construct The DraGUN has the traits and immunities common to constructs.

Darkvision The DraGUN can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and the DraGUN can function with no light at all.

Electrical Vulnerability The DraGUN take double damage from electricity-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it. An exception to this rule are stun guns, tasers, taser grenades, and shockwave tasers; they do not have any effect against the DraGUN because they cannot effectively cannot pierce its armor. Electric ammunition can be defeated by the DraGUN’s Damage Reduction or Hardness, treating it as if it was normal ballistic damage, but if the damage exceeds its Damage Reduction or Hardness it completely ignores these reductions and inflicts full electricity damage as normal. If hit by an EMP grenade it must immediately make a Fortitude Saving Throw [TN20] or be disabled. The DraGUN can be repaired and made functional again with a Craft check (Craft (Electronic) [TN35], Advanced).

EMP Resistance The DraGUN gains a +2 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Hardness 30 The DraGUN ignores the first 30 points of damage dealt by most weapons. All other types of damage, except for electric, follow the standard rules for Hardness.

Programmable The DraGUN can have Feats and Skills programmed into it by a person with technological prowess. With a successful Technology Use skill check [TN15], a single Feat or Skill may be programmed into its system if it meets the prerequisite requirement for the Feat. New Feats and Skills may be programmed at a TN of +5 to the previous programming TN. Skill ranks may be programmed up to a maximum of 6 ranks (not counting the robot’s ability score modifiers) at a TN of +2 per previously programmed rank.

Remote Operation The DraGUN has artificial intelligence that lets it operate semi-autonomously within its prescribed limits, but it is also capable of being remotely operated by a person or operator. To hack into the DraGUN’s systems via wireless means, a Technology Use check [TN15] must be made to actually find the correct signal. If the check fails, the individual responsible is unable to connect and may try again upon their next turn. If hacking directly via physical ports in the DraGUN itself, no check is required to locate the signal. Either way, if successful, another Technology Use check [TN30] must be made to actually defeat the security measures in place and access the systems. If this second check is successful, the DraGUN’s programming can be manipulated or otherwise altered as per the Technology Use rules for both degrading programming and/or remote operation device that counts as having Exceptional Security (adding a +5 to the TN of the applicable actions). If the hacking attempt is unsuccessful, the DraGUN disconnects from its remote operation link, shuts down any wireless connections or access points, and goes into its self-autonomous state (if possible) for 1d10 rounds as a security measure while it attempts to re-establish the proper link to its proper operator. If the DraGUN is already operating in its semi-autonomous state, it instead shuts itself down for 1d10 rounds while it reboots for security purposes. The DraGUN cannot be hacked while in this state. In this instance it is incapable of taking any actions and is considered Flat-Footed until it reactivates. As to by what means or interface is required to remotely operate The DraGUN is decided by the GM. The DraGUN that is being remotely operated can use the Base Attack Bonus of the unit itself, or half of the of the current operator’s BAB, rounded down, whichever the GM deems appropriate.

Repairable The DraGUN cannot heal damage on its own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN35] and Craft (Structural) check [TN30] heals 1d10 points of damage, and each check represents 2 hours of work. The DraGUN cannot repair itself.

DraGUN (Huge Construct)

BV100 HD 26d10+80 CHP 223 CP14

STR	DEX	CON
45	7	—
INT	WIS	CHA
—	10	1

120ft, 1000r, add +1 bonus to all multi-shot attacks with Tracer configuration.
6 CP +13 12R Autofire attack, 8d8 ballistic damage
5 CP +13 6R Burst attack, 12d8 ballistic damage
4 CP +13 12R Sprayfire attack, 12d8 ballistic damage
4 CP +13 18R Sweepfire attack, 8d8 ballistic damage, 40ft cone

Structure Quadruped
Initiative -2
Defense 21 (-2 DEX, -2 Size, +15 Natural)
Touch 6 | Flat-footed 21
BAB +19
Grapple +44

Attack(s)

Bite (Melee)
3 CP +29 Light attack, 1d8+5 piercing damage
4 CP +29 Standard attack, 1d8+8 piercing damage
6 CP +29 Heavy attack, 2d8+8 piercing damage
11 CP +29 Full attack, 3d8+12 piercing damage
Claws (Melee)
3 CP +34 Light attack, 2d6+14 slashing damage
4 CP +34 Standard attack, 2d6+17 slashing damage
6 CP +34 Heavy attack, 3d6+17 slashing damage
11 CP +34 Full attack, 4d6+21 slashing damage
Built-in Vulcan Gun (Ranged) (7.92x94mm) (Auto(F))

Reach 15' (25' with bite)
Fighting Space 20' by 20'
Special Qualities
Construct, Darkvision 120', Electrical Vulnerability, EMP Resistance, Hardness 30, Programmable, Remote Operation, Repairable
Saves Fort +8 (+10 to resist EMP effects) | Ref +6 | Will +8
Skills
Perception +8
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Organization
Solitary
Treasure
500 rounds of 7.92x94mm FMJ, 500 rounds of 7.92x94mm Tracer
Advancement None

Elephants

Big, grey, and powerful, these ivory tusked creatures usually operate in groups. They have powerful legs and tusks capable of goring, or stomping smaller creatures to death with ease.

Species Traits

For the purposes of Called Shot attacks, an elephant's head and other extremities count as being protected by its natural armor. A light load for an elephant is up to 768 pounds; a medium load, 769–1,536 pounds; and a heavy load, 1,537–2,304 or more pounds. An elephant can push, pull, or drag up to 7,680 pounds. A light load for a mastodon is up to 792 pounds; a medium load, 793–1,584 pounds; and a heavy load, 1,404–2,376 or more pounds. A mastodon can push, pull, or drag up to 7,920 pounds. An elephant cannot carry a rider unless it is Riding trained as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). An elephant cannot fight while carrying a rider unless it has Combat Training as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). An elephant can attack while carrying a rider, but the rider cannot also attack in the same round unless he or she succeeds on a [TN15] Ride check.

Charge If an elephant moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts piercing damage equivalent to a Full gore attack, using its attack bonus for its gore attack against a single creature along its path in a straight line. The elephant gains a +1 bonus both to its attack roll and to the attack's damage for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus.

If the attack roll is successful, the elephant may roll the damage, otherwise it misses and moves an additional 20 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the elephant hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the elephant's attack roll] – its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters ($\frac{3}{4}$) (rounded down) the amount of damage it would have otherwise suffered and moves 5 feet out of the charging elephant's path in a direction of the targeted creature's choosing. Moving out of the charge attack's path does not provoke an Attack of Opportunity. If the creature is successfully hit by the elephant's charge, it must make a Fortitude Saving Throw (TN 10 + $\frac{1}{2}$ the elephant's Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the elephant is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the elephant it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the elephant successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the elephant is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the elephant ended its turn while moving in a straight line for at least 20 feet.

Low-Light Vision Elephants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows elephants to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample An elephant can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the elephant, and creatures can attempt a Reflex Saving Throw (TN 10 + $\frac{1}{2}$ the elephant's Hit Dice + the its Strength modifier) to completely avoid the damage and move to a space of their choice outside of the elephant's path. Moving out of the trample attack's path does not provoke an Attack of Opportunity. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the elephant's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Elephant (Huge Animal)

BV 45 HD10d8+40 CHP 34 XHP 85 CP 14

STR	DEX	CON
32	10	19
INT	WIS	CHA
2	12	7

Structure Quadruped

Initiative +0

Defense 11 (-2 Size, +3 Natural)

Touch 8 | Flat-footed 11

BAB +7

Grapple +26

Attack(s)

Gore (Melee)

3 CP +16 Light attack, 2d6+8 piercing damage

4 CP +16 Standard attack, 2d6+11 piercing damage

6 CP +16 Heavy attack, 3d6+11 piercing damage

11 CP +16 Full attack, 4d6+15 piercing damage

Slam (Melee)

3 CP +11 Light attack, 1d8+8 bludgeoning damage

4 CP +11 Standard attack, 1d8+11 bludgeoning damage

6 CP +11 Heavy attack, 2d8+11 bludgeoning damage

11 CP +11 Full attack, 3d8+15 bludgeoning damage

Reach 10'

Fighting Space 15' by 15'

Special Qualities

Charge 4d6+(up to 16) [TN34 Fort], Low-Light Vision, Scent, Trample 2d6+16 [TN26]

Saves Fort +11 | Ref +7 | Will +4

Skills

Perception +10 (+18 for scent-based check)

Feats None

Organization

Solitary, pair, or herd (2d8+4)

Treasure

1d2 oh so good but oh so bad ivory tusks, 1 trunk

Advancement

11-18 HD (Huge)

Elephant, Mastodon (Huge Animal)

BV 47 HD10d8+50 CHP 35 XHP 95 CP 14

STR	DEX	CON
33	8	21
INT	WIS	CHA
2	13	7

Structure Quadruped

Initiative -1

Defense 11 (-1 DEX, -2 Size, +4 Natural)

Touch 7 | Flat-footed 11

BAB +7

Grapple +26

Attack(s)

Gore (Melee)

3 CP +16 Light attack, 2d6+8 piercing damage

4 CP +16 Standard attack, 2d6+11 piercing damage

6 CP +16 Heavy attack, 3d6+11 piercing damage

11 CP +16 Full attack, 4d6+15 piercing damage

Slam (Melee)

3 CP +12 Light attack, 1d8+8 bludgeoning damage

4 CP +12 Standard attack, 1d8+11 bludgeoning damage

6 CP +12 Heavy attack, 2d8+11 bludgeoning damage

11 CP +12 Full attack, 3d8+11 bludgeoning damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Charge 4d6+(up to 16) [TN34 Fort], Low-Light Vision, Scent, Trample 2d6+16 [TN26]

Saves Fort +12 | Ref +6 | Will +4

Skills

Perception +10 (+18 for scent-based checks)

Feats None

Organization

Solitary, pair, or herd (2d8+4)

Treasure

1d2 oh so good but oh so bad ivory tusks, 1 trunk

Advancement

11-18 HD (Huge)

Peck (Melee)

Feral Dragon, Yellow

Dragons of snakelike heads and poisonous breath, only fools would fight without some way of protecting themselves from their noxious fumes and hazardous saliva. These monstrous creatures prefer to immobilize and weaken their prey with their terrible exhalations before attacking in full on assault.

Species Traits

For the purposes of Called Shot attacks, a dragon's head, legs, and tail count as being protected by its natural armor. For the purposes of damage, both adolescent and adult yellow dragons add 1.5x STR their modifier to their tail whip attack. Dragons count as one size category larger for the purposes of their weight carrying capacity.

Automatic Language A feral dragon can learn or be taught to speak and understand (but neither read nor write) one language, plus its Intelligence modifier (minimum 1), common to the area in which it resides.

Breath Weapon Unlike most other dragons, yellow dragons can actually use their breath weapon in two different ways. Once every 3d3 rounds, for 8 Combat Points, a yellow dragon can either breathe a 30-foot cone of toxic gas or can spit a large globule of concentrated toxic gas at a target it is facing. When used as a cone of gas, the breath weapon functions as a standard breath weapon (for effects and Saving Throw TN, see below), except that creatures within the attack's area must make a Fortitude Saving Throw instead of a Reflex Saving Throw to lessen or avoid the effects (see below). The area covered by the 30-foot cone of the breath weapon remains affected for an additional round before harmlessly dispersing; all creatures that would be affected by the toxic gas that enter or remain in that area must roll a successful Fortitude Saving throw or suffer the effects of the poison (see below).

If used in globule form, the dragon can choose to attack a specific creature or a specific square. When targeted at a specific creature or object, the dragon must make a Ranged attack roll using its Ranged attack modifier (BAB + DEX modifier + applicable size modifiers). If a creature is successfully hit, it takes 1d6 non-lethal bludgeoning damage but the creature must make a Fortitude Saving Throw [TN20] or be knocked Prone. In the following round, the creature must make another Fortitude Saving Throw or suffer the effects of exposure to the gas (for effects and Saving Throw TN, see below). Upon impact with the target, the globule disperses into pool of toxic liquid in a 15-foot blast radius. In the following round a cloud of gas extends 10 feet out from the center of where the initial globule landed. The toxic liquid mixture sticks to what it touches, but can be washed off fairly easily within three rounds using at least three gallons of water. Any creature that is exposed to the gas and/or has come into contact with toxic liquid must continue to make a Fortitude Saving Throw every 30 seconds (5 rounds) until it is no longer exposed to whatever the source is (plus one round after exposure has ended) to avoid suffering the effects of the toxins.

If the dragon should miss its intended target, use the rules for Thrown Explosive deviation (see pg. 74 of the Core Rulebook for more details). The globule form of this ability is considered a ranged attack with a range increment of 60 feet and a maximum of five range increments. The dragon requires no proficiency feats to use without penalty. The gas cannot be effectively dispersed by a gust of wind or air because the toxin pool itself produces the gas, however the gas is rendered inert if it is blown away from the pool of toxins. The pool of toxins and the gas that it produces dissipates after 1d10 rounds.

For an adolescent yellow dragon, the gas for all forms of the attack, and contact with the toxic liquid, inflicts 1d4 points of temporary Wisdom damage. Regardless of whether or not a creature succeeds or fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 30 seconds (5 rounds) later to negate 2d4 temporary Constitution damage that becomes 1d4-1 permanent Constitution drain upon three consecutive unsuccessful Fortitude Saving Throws. For an adult yellow dragon, these damages increase to 1d4+2 temporary Wisdom damage and 3d4 temporary Constitution damage that becomes 1d4 permanent Constitution drain upon two consecutive unsuccessful Fortitude Saving Throws. A successful Fortitude Saving Throw does not completely negate the effects of this attack, but merely halves the damages and prevents the Constitution draining effects.

The toxic gas is considered an inhaled poison while the toxic liquid is considered a contact poison. Any creature wearing a gas mask or comparable equipment gains a +6 equipment bonus to the Fortitude Saving Throw against the effects of this ability caused by the gas and completely negates any damage that would occur even with a successful Fortitude Saving Throw. A creature using or otherwise wearing equipment that could reasonably create a sealed environment (i.e. a Crash Rescue Suit, Lightsuit, Standard Spacesuit, Marine Spacesuit, MOPP Suit, etc.) is immune to all effects of this ability so long as the equipment maintains its air seal and/or is sealed and can repel the liquid. Creatures that do not have to breathe or are also otherwise incapable of being poisoned are immune to the effects of this ability caused by both the gas and the liquid poisons. The Fortitude Saving Throw TN is $(10 + \frac{1}{2} \text{ the dragon's HD} + \text{its Constitution modifier})$. Yellow dragons are immune to their own poison and the poison of other yellow dragons.

Dragon A yellow dragon has the traits and immunities common to dragons.

Damage Reduction Yellow dragons have an amount of Damage Reduction listed in their profile.

Darkvision Adolescent yellow dragons can see in the dark up to 60 feet. This increases to 120 feet for an adult yellow dragon. Darkvision is black and white only, but it is otherwise like normal sight, and yellow dragons can function with no light at all.

Improved Grab To use this ability, the dragon must hit an opponent two or more size categories smaller than itself with its bite attack. If it gets a hold, it shakes the grabbed opponent back and forth, automatically dealing bite damage each round. Once the opponent stops resisting, the dragon can attempt to swallow on its next turn. See Special Qualities for more information.

Rapid Clotting Adult feral dragons have a natural ability to stop bleeding in a short amount of time. An adult feral dragon heals bleeding at a rate of 1 die of bleed damage per 3 combat rounds. This ability can only stop bleeding and cannot actually heal damage.

Scent This ability allows a dragon to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Swallow Whole If a dragon begins its turn with an opponent of a proper size category (see below) smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the dragon, the opponent takes bludgeoning damage equal to the dragon’s bite attack, result divided by 2 (rounded down), and an additional 1d3 points of acid damage (1d4 for an adult dragon) per round from the monster’s gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the dragon’s maw, where another successful grapple check is needed to get free.

Alternatively, the swallowed creature can attack from inside the gizzard using claws (or talons) or a Medium to Tiny piercing or slashing weapon (or a Large, Medium, Small, or Tiny piercing or slashing weapon for a Huge dragon). Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Medium or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature’s profile. A Large dragon’s gizzard can hold 1 Medium-size, 2 Small, 8 Tiny, or 32 Diminutive or smaller opponents. a Huge dragon’s gizzard can hold 4 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Yellow, Adolescent

Adolescent Dragon, Yellow (Large Dragon)

BV 64 HD 6d12+30 CHP 23 XHP 69 CP 13

STR	DEX	CON
30	11	20
INT	WIS	CHA
7	14	7

Structure

Quadruped (possesses a tail and 2 wings)

Initiative

+0

Defense

18 (-1 Size, +9 Natural)

Touch

9 | Flat-footed 18

BAB

+6

Grapple

+20

Attack(s)

Bite (Melee)

3 CP +15 Light attack, 2d6+7 piercing damage

4 CP +15 Standard attack, 2d6+10 piercing damage

6 CP +15 Heavy attack, 3d6+10 piercing damage

11 CP +15 Full attack, 4d6+14 piercing damage

Claws (Melee)

3 CP +11 Light attack, 1d8+7 slashing damage

4 CP +11 Standard attack, 1d8+10 slashing damage

6 CP +11 Heavy attack, 2d8+10 slashing damage

11 CP +11 Full attack, 3d8+14 slashing damage

Tail Whip (Melee)

3 CP +11 Light attack, 1d8+12 bludgeoning damage

4 CP +11 Standard attack, 1d8+15 bludgeoning damage

6 CP +11 Heavy attack, 2d8+15 bludgeoning damage

11 CP +11 Full attack, 3d8+19 bludgeoning damage

Reach 5' (10' with bite or tail whip)

Fighting Space 10' by 10'

Special Qualities

Breath Weapon [TN18], Damage Reduction (12/Ballistic, Bludgeoning, 9/Piercing, Slashing, 6/Ba. Piercing), Darkvision 60', Dragon, Scent, Improved Grab, Swallow Whole (DEF 11, DMG 9), Fly (1 CP per 15ft) (Poor), Run (1 CP per 10ft)

Saves Fort +10 | Ref +5 | Will +7

Skills

Acrobatics +6

Athletics +15

Perception +8 (+16 for scent-based checks)

Presence +2 (+7 when Intimidating) (can only be used to Intimidate or Terrify)

Feats

Skill Focus (Athletics)

Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature’s activities.)

Organization

Solitary, pair, or gang (1d2+2)

Treasure

2d6 matte yellow scales, 2d8 teeth, 1d2 wings

Advancement

7-11 HD (Large)

Yellow, Adult

Adult Dragon, Yellow (Huge Dragon)

BV 100 HD 12d12+63 CHP 44 XHP 141 CP 13

STR	DEX	CON
42	9	26
INT	WIS	CHA
8	14	8

Structure Quadruped (possesses a tail and 2 wings)
Initiative -1
Defense 20 (-1 DEX, -2 Size, +13 Natural)
Touch 7 | Flat-footed 20
BAB +12
Grapple +36

Attack(s)

Bite (Melee)
4 CP +26 Standard attack, 2d8+16 piercing damage
6 CP +26 Heavy attack, 3d8+16 piercing damage
11 CP +26 Full attack, 4d8+20 piercing damage
Claws (Melee)
4 CP +26 Standard attack, 2d6+16 slashing damage
6 CP +26 Heavy attack, 3d6+16 slashing damage
11 CP +26 Full attack, 4d6+20 slashing damage
Tail Whip (Melee)
4 CP +22 Standard attack, 2d6+24 bludgeoning damage
6 CP +22 Heavy attack, 3d6+24 bludgeoning damage
11 CP +22 Full attack, 4d6+28 bludgeoning damage
Reach 10' (15' with bite)
Fighting Space 15' by 15'
Special Qualities

Breath Weapon [TN24], Damage Reduction (22/Ballistic, Bludgeoning, 19/Piercing, Slashing, 11/Ba. Piercing), Darkvision 120', Dragon, Improved Grab, Rapid Clotting, Scent, Swallow Whole (DEF 15, DMG 19), Fly (1 CP per 20ft) (Clumsy), Run (1 CP per 10ft)
Saves Fort +16 | Ref +7 | Will +10
Skills
Acrobatics +9
Athletics +22
Perception +9 (+17 for scent-based checks)
Presence +8 (+15 when Intimidating) (can only be used to Intimidate or Terrify)
Feats
Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)
Skill Focus (Athletics)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary, pair, or clutch (2 adult yellow dragons and 2d3 adolescent yellow dragons)
Treasure
3d6 matte yellow scales, 4d6 teeth, 1d2 wings
Advancement
13-30 HD (Huge)

Fire Giants

Species Traits

Fire giants are immune to Hot or hotter environments and do not have to make a Saving Throw against such environments. For the purposes of Called Shot attacks, a fire giant’s head and other extremities do not count as being protected by its natural armor (its Elemental Resistances from noted types still apply). The giant great sword used by fire giants is considered a Gargantuan size weapon and weighs 14.5 lbs. A fire giant can use the weapon one-handed, but incurs a –2 penalty on all attack rolls and can only add half of its Strength score modifier to damage rolls with the weapon when using it in such a manner. The great sword also grants an additional reach of 10 feet. Fire giants are incapable of using weapons designed for medium or smaller creatures (except for ranged thrown weapons). Although fire giant warlocks are capable of using any Spellschool, they prefer to use spells related to fire. The aetherstave that a fire giant warlock uses is nearly 8 feet in length and is pre-formatted.

Automatic Language Fire giants read, speak, and write one language of the GM’s choice.

Fire Resistance 4 A fire giant ignores the first 4 points of fire damage from any fire-based attack or effect.

Low-Light Vision Fire giants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Warrior

A giant, ten foot tall man with unkempt hair colored like a fiery copper looks at you with a grin on his chiseled face signaling that his intentions are less than noble. His evil grin widens as he raises his huge sword with both of his hands, his eyes almost looking as if they will ignite with fury.

Fire Giant Warrior (Large Giant)

BV 25 HD 6d8+30 CHP 23 XHP 57 CP 14

STR	DEX	CON
27	10	20
INT	WIS	CHA
10	12	10

Structure Biped (Humanoid)
Initiative –1
Defense 12 (–1 Size, +3 Natural)
Touch 9 | Flat-footed 12
BAB +4
Grapple +16

Attack(s)

Slam (Melee)
3 CP +11 Light attack, 1d6+5 bludgeoning damage
4 CP +11 Standard attack, 1d6+8 bludgeoning damage
6 CP +11 Heavy attack, 2d6+8 bludgeoning damage
11 CP +11 Full attack, 3d6+12 bludgeoning damage
Giant Great Sword (Melee)
4 CP +11 Light attack, 3d8+9/15-18 slashing damage
5 CP +11 Standard attack, 3d8+12/15-18 slashing damage
7 CP +11 Heavy attack, 4d8+12/15-18 slashing damage
12 CP +11 Full attack, 5d8+16/15-18 slashing damage

Reach 10’ (20’ when attacking with giant great sword)

Fighting Space 10’ by 10’
Special Qualities
Fire Resistance 4, Low-Light Vision
Saves Fort +10 | Ref +1 | Will +7
Skills
Athletics +10
Perception +6
Presence +4 (+9 when Intimidating)

Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Focused Saving Throw (Will)
Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature’s activities.)

Organization
Solitary, gang (3d2), raiding party (3d2 fire giant warriors plus 1d2 fire giant warlocks), or tribe (2d6+12 fire giant warriors plus 30% noncombatants, 1d3 fire giant warriors of 8-9 HD, 2d2 fire giant warlocks, and 1d2 fire giant warlocks of 8-9 HD)

Treasure
Location or faction specific clothing, Giant Great Sword, Tactical Sheath
Advancement
By Character Level

Warlock

This giant mage holds an aetherstave in his right hand, shouting the power word in unknown tongues as a line of fire ignites into existence. These warlocks are often interspersed into squads of fire giant warriors to give the benefit of ranged attack.

Magic User A fire giant warlock can use any spell from any Spell school category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Spellpoint requirements. It is also subject to all of the rules involving the use of Spells.

Bonus Feat A fire giant warlock receives Magical Apprentice (Evocation) as a bonus feat.

Fire Giant Warlock (Large Giant)

BV 22 HD 6d8+24 CHP 22 XHP 51 ML 160* CP 14

STR	DEX	CON
25	10	18
INT	WIS	CHA
12	14	10

Structure Biped (Humanoid)

Initiative +0

Defense 12 (–1 Size, +3 Natural)

Touch 9 | Flat-footed 12

BAB +4

Grapple +15

Attack(s)

Slam (Melee)

3 CP +11 Light attack, 1d6+4 bludgeoning damage
 4 CP +11 Standard attack, 1d6+7 bludgeoning damage
 6 CP +11 Heavy attack, 2d6+7 bludgeoning damage
 11 CP +11 Full attack, 3d6+11 bludgeoning damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(*Fireball* 20ft (+3 ranged touch attack), 3d6 Fire, 3 uses**, 10SP)

(*Fire Blast* 15ft (10ft blast radius) (+3 ranged area attack), 2 round effect, 1d6 Fire [TN21 Ref], 3 uses**, 11SP)

(*Flamethrower* 10ft (30ft line) (+3 line attack), 3d4 Fire [TN21 Ref], 3 uses**, 13SP)

***Uses in this context refers to the total number of spell uses with available "used" writing media. All three spells can be used a combined total of 30 times with the pre-formatted Aetherstave.*

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Fire Resistance 4, Low-Light Vision, Magic User

Saves Fort +9 | Ref +2 | Will +4

Skills

Athletics +7

Perception +4

Spell school (Evocation) +15

Feats

Archaic Weapons Proficiency (one of the GM's choice) (Grants proficiency with the chosen class of weaponry.)

Magical Apprentice (Evocation) (–1 to SP cost when scribing spells of the chosen spell school.)

Skill Focus (Spell school (Evocation))

Magical Journeyman (Evocation) (–3 to SP cost when scribing spells of the chosen spell school.)

Organization

Solitary, raiding party (3d2 fire giant warriors plus 1d2 fire giant warlocks), or tribe (2d6+12 fire giant warriors plus 30% noncombatants, 1d3 fire giant warriors of 8-9 HD, 2d2 fire giant warlocks, and 1d2 fire giant warlocks of 8-9 HD)

Treasure

Location or faction specific robes or vestments, Aetherstave (pre-formatted, may use three spells up to a combined 30 uses), 3 Loose Leaf sheets of Cotton Paper (3 used)

Advancement

By Character Level

*34 Mental Limit used.

Frost Giants

Species Traits

Frost giants are immune to Cold or colder environments and do not have to make a Saving Throw against such environments. For the purposes of Called Shot attacks, a frost giant's head and other extremities do not count as being protected by its natural armor (its Elemental Resistances from noted types still apply). The giant battle-axe used by frost giants is considered a Huge size weapon and weighs 14 lbs. A frost giant can use the weapon one-handed, but incurs a –2 penalty on all attack rolls and can only add half of its Strength score modifier to damage rolls with the weapon when using it in such a manner. The battle-axe also grants an additional reach of 10 feet. Frost giants are incapable of using weapons designed for medium or smaller creatures (except for ranged thrown weapons). Although frost giant sorcerers are capable of using any Spell school, they prefer to use spells related to ice. The aetherstave that a frost giant warlock uses is nearly 8 feet in length and is pre-formatted.

Automatic Language Frost giants read, speak, and write one language of the GM's choice.

Cold Resistance 10 A frost giant ignores the first 10 points of cold damage from any cold-based attack or effect.

Low-Light Vision Frost giants can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Warrior

This eleven foot tall tower of a man with pale blue skin holds a huge ax with both hands almost as if it is merely an extension of himself. Violence and war almost seem to come naturally to these giants, and they could care less about who or what would dare interfere with their plunder.

Frost Giant Warrior (Large Giant)
BV 29 HD 6d8+36 CHP 24 XHP 63 CP 14

STR	DEX	CON
27	8	22
INT	WIS	CHA
9	12	10

Structure Biped (Humanoid)
Initiative -1
Defense 12 (-1 DEX -1 Size, +4 Natural)
Touch 8 | Flat-footed 12
BAB +4
Grapple +16

Attack(s)

Slam (Melee)
3 CP +11 Light attack, 1d6+5 bludgeoning damage
4 CP +11 Standard attack, 1d6+8 bludgeoning damage
6 CP +11 Heavy attack, 2d6+8 bludgeoning damage
11 CP +11 Full attack, 3d6+12 bludgeoning damage
Giant Battle-Axe (Melee)
4 CP +11 Light attack, 2d10+11/15-18 slashing damage
5 CP +11 Standard attack, 2d10+14/15-18 slashing damage
7 CP +11 Heavy attack, 3d10+14/15-18 slashing damage
12 CP +11 Full attack, 4d10+18/15-18 slashing damage
Reach 10' (15' when attacking with battle-axe)

Fighting Space 10' by 10'
Special Qualities
Cold Resistance 10, Low-Light Vision
Saves Fort +11 | Ref +1 | Will +7
Skills
Athletics +9
Perception +6
Presence +4 (+10 when Intimidating)

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)
Focused Saving Throw (Will)

Organization
Solitary, warband (3d2 frost giant warriors plus 10% noncombatants and 1 frost giant sorcerer), or tribe (2d8+10 plus 40% noncombatants, 1d2 frost giant warriors of 8-9 HD, and 1d2 frost giant sorcerers of 8-9 HD)
Treasure
Location or faction specific clothing, Giant Battle-axe, Tactical Sheath
Advancement
By Character Level

Sorcerer

Viewed with a certain reverence among their tribes for their aptitude with magic, these sorcerers are also quite able to fight alongside their fellow warriors.

Magic User A frost giant sorcerer can use any spell from any Spell school category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Spellpoint requirements. It is also subject to all of the rules involving the use of Spells.

Bonus Feat A frost giant sorcerer receives Magical Apprentice (Evocation) as a bonus feat.

Frost Giant Sorcerer (Large Giant)

BV 25 HD 6d8+30 CHP 23 XHP 57 ML148* CP14

STR	DEX	CON
26	10	20
INT	WIS	CHA
12	12	10

Structure Biped (Humanoid)
Initiative +0
Defense 13 (–1 Size, +4 Natural)
Touch 9 | Flat-footed 13
BAB +4
Grapple +16

Attack(s)

Slam (Melee)
3 CP +11 Light attack, 1d6+5 bludgeoning damage
4 CP +11 Standard attack, 1d6+8 bludgeoning damage
6 CP +11 Heavy attack, 2d6+8 bludgeoning damage
11 CP +11 Full attack, 3d6+12 bludgeoning damage
Giant Battle-Axe (Melee)
4 CP +11 Light attack, 2d10+11/15-18 slashing damage
5 CP +11 Standard attack, 2d10+14/15-18 slashing damage
7 CP +11 Heavy attack, 3d10+14/15-18 slashing damage
12 CP +11 Full attack, 4d10+18/15-18 slashing damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Frostball 20ft (+3 ranged touch attack), 2d6 Cold, 10 uses**, 11SP)

(Ice Blast 20ft (10ft blast radius) (ranged area attack), 2d3 Cold [TN19 Ref], 5 uses**, 13SP)

***Uses in this context refers to the total number of spell uses with available “used” paper media. All three spells can be used a combined total of 30 times with the pre-formatted Aetherstave.*

Reach 10’ (15’ when attacking with battle-axe)
Fighting Space 10’ by 10’
Special Qualities
Cold Resistance 10, Low-Light Vision, Magic User
Saves Fort +10 | Ref +2 | Will +3
Skills
Athletics +8
Perception +5
Spellschool (Evocation) +13

Feats
Magical Apprentice (Evocation) (–1 to SP cost when scribing spells of the chosen spellschool.)
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Spellschool (Evocation))

Organization
Solitary, warband (3d2 frost giant warriors plus 10% noncombatants and 1 frost giant sorcerer), or tribe (2d8+10 plus 40% noncombatants, 1d2 frost giant warriors of 8-9 HD, and 1d2 frost giant sorcerers of 8-9 HD)

Treasure
Location or faction specific robes or vestments, Giant Battle-axe Tactical Sheath, Aetherstave (pre-formatted, may use three spells up to a combined 30 uses), 4 Loose Leaf pages of Parchment Paper (3 used, 1 blank)

Advancement
By Character Level

*35 Mental Limit used.

For the purposes of Called Shot attacks, a general repair android's head and other extremities count as being protected by its natural armor. In the event that such information ever becomes necessary, there is no license required to obtain a general repair (or maintenance, or assistant) android. Additionally, a general repair android costs roughly in the range of 200-300 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drone's introduction).

Automatic Language General repair androids are capable of speaking, reading, and writing one language of the GM's choice. Additional languages can be uploaded into an android's information storage medium at 3 WP for a language.

Construct A general repair android has the traits and immunities common to constructs.

Damage Reduction 2/All A general repair android ignores the first 2 points of damage dealt by any weapon.

Darkvision General repair androids can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and general repair androids can function with no light at all.

Electrical Vulnerability A general repair android takes double damage from electricity-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it. An exception to this rule is stun guns, tasers, taser grenades, and shockwave tasers; they do not have any effect against general repair androids because the taser darts cannot pierce the android's outer frame. If hit by an EMP grenade it must immediately make a Fortitude Saving Throw [TN20] or be disabled. A general repair android can be repaired and made functional again with a Craft check (Craft (Electronic) [TN20], Complex).

Programmable A general repair android can have Feats and Skills programmed into it by a person with technological prowess. With a successful Technology Use skill check [TN15], a single Feat or Skill may be programmed into its system if it meets the prerequisite requirement for the Feat. New Feats and Skills may be programmed at a TN of +5 to the previous programming TN. Skill ranks may be programmed up to a maximum of 6 ranks (not counting the robot's ability score modifiers) at a TN of +2 per previously programmed rank.

Repairable General repair androids cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN15] and Craft (Structural) check [TN15] heals 1d8 points of damage, and each check represents 1 hour of work. A general repair android cannot repair itself.

General Repair Android (Medium Construct)

BV 3 HD 1d10+10 CHP 15 CP 10

STR	DEX	CON
10	10	—
INT	WIS	CHA
—	10	1

3 CP +0 Standard attack, 1d2 bludgeoning damage (non-lethal)

Structure Biped (Humanoid)

Initiative +0

Defense 11 (+1 Natural)

Touch 10 | Flat-footed 11

BAB +0

Grapple +0

Attack(s)

Slam (Melee)

2 CP +0 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Construct, Damage Reduction (2/All), Darkvision 90', Electrical Vulnerability, Programmable, Repairable

Saves Fort +0 | Ref +0 | Will +0

Skills

Craft (Structural) +8

Feats None

Organization

Solitary or team (2d2)

Treasure Plastool with a Repair Emitter, 4 Standard Coolant Packs

Advancement None

Giant Crabs

These larger than normal crustaceans appear as any other normal one, with all of the color and shape variations. Generally docile scavengers, if feeling hungry or threatened, they are quite aware of their own size and can be rather dangerous predators.

Species Traits

For the purposes of Called Shot attacks, a giant crab's extremities count as being protected by its natural armor.

Constrict A giant crab deals automatic claw damage on a successful grapple check against a target of the same size category or smaller than itself.

Damage Reduction Giant crabs have an amount of Damage Reduction listed in their profile.

Darkvision Giant crabs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and giant crabs can function with no light at all.

Vermin Giant crabs have the traits and immunities common to vermin.

Giant Crab, Medium (Medium Vermin)

BV 10 HD 2d8+2 CHP 10 XHP 11 CP 13

STR	DEX	CON
13	10	13
INT	WIS	CHA
—	10	2

Structure Arthropod (possesses an abdomen, 2 claws, and 6 legs)
Initiative +0
Defense 12 (+2 Natural)
Touch 10 | Flat-footed 12
BAB +1
Grapple +2

Attack(s)

Claws (Melee)
2 CP +2 Light attack, 1d6–2 bludgeoning and slashing damage
3 CP +2 Standard attack, 1d6+1 bludgeoning and slashing damage
5 CP +2 Heavy attack, 2d6+1 bludgeoning and slashing damage

10 CP +2 Full attack, 3d6+5 bludgeoning and slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Damage Reduction (2/Piercing, Slashing), Darkvision 60', Vermin
Saves Fort +4 | Ref +0 | Will +0
Skills
Athletics +2
Perception +2
Feats None
Organization
Solitary or cluster (3d2)
Treasure
1d2 claws, 1d6 legs
Advancement
3–4 HD (Medium)

Giant Crab, Large (Large Vermin)

BV 20 HD 5d8+7 CHP 18 XHP 30 CP 13

STR	DEX	CON
19	8	17
INT	WIS	CHA
—	10	2

Structure Arthropod (possesses an abdomen, 2 claws, and 6 legs)
Initiative –1
Defense 14 (–1 Size, +5 Natural)
Touch 9 | Flat-footed 14
BAB +3
Grapple +11

Attack(s)

Claws (Melee)
3 CP +6 Light attack, 1d10–2 bludgeoning and slashing damage
4 CP +6 Standard attack, 1d10+5 bludgeoning and slashing damage
6 CP +6 Heavy attack, 2d10+4 bludgeoning and slashing damage
11 CP +6 Full attack, 3d10+9 bludgeoning and slashing damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Damage Reduction (4/Piercing, Slashing, 2/Bludgeoning), Darkvision 60', Vermin
Saves Fort +7 | Ref +0 | Will +1
Skills
Athletics +4
Perception +2
Feats None
Organization
Solitary or cluster (3d2)
Treasure
1d2 claws, 1d6 legs
Advancement
6–8 HD (Large)

Giant Mantises

On its back four legs this giant insect stands taller than some men. Its two forelimbs are raised in a folded position, claws ever ready to reach out and subdue prey. The rich leafy green color of its chitinous body blends in almost perfectly with its forest surroundings. But mantises are not all of uniform coloration; the colors of mantis exoskeletons can be hues of brown, gray, greens, or even pinks depending the foliage of the location in which it resides.

Species Traits

For the purposes of Called Shot attacks, a giant mantis' head and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). A giant mantis has a color based on the environment in which it lives, based on the GM's best guess to the circumstances. While mantises have six limbs, they use their front two limbs like a pair of arms and use their back four legs for actual locomotion. A giant mantis can use either its Strength modifier or Dexterity modifier for the purposes of calculating its Melee attack bonus, whichever is better. For the purposes of damage, an adult mantis adds 1.5x its STR modifier to attacks with its claws.

Damage Reduction Giant mantises have an amount of Damage Reduction listed in their profile.

Low-Light Vision Giant mantises can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Vermin Giant mantises have the traits and immunities common to vermin.

Skill Bonus Giant mantises receive a +4 species bonus on Perception checks (included in profile). Giant mantises also gain a bonus to Stealth checks up to +8 (the GM determines how much the bonus is worth) to avoid being seen if the mantis is in an environment that is of similar coloration to the mantis. This bonus can increase to up to +12 in areas of similar coloration with tall grass.

Giant Mantis, Nymph (Small Vermin)

BV 5 HD 1d8 CHP 3 XHP 4 CP 16

STR	DEX	CON
4	18	10
INT	WIS	CHA
—	12	7

Structure Arthropod (possesses a head, abdomen/thorax, 2 forelimbs, and 4 legs)

Initiative +4

Defense 15 (+4 DEX, +1 Size)

Touch 15 | Flat-footed 11

BAB +0

Grapple -7

Attack(s)

Bite (Melee)

2 CP +5 Light attack, 1 piercing damage (non-lethal) (no effect against armor)

3 CP +5 Standard attack, 1 piercing damage (no effect against armor)

5 CP +5 Heavy attack, 2d4-1 piercing damage

10 CP +5 Full attack, 3d4+1 piercing damage

Claws (Melee)

2 CP +5 Light attack, 1 slashing damage (non-lethal) (no effect against armor)

3 CP +5 Standard attack, 1 slashing damage (no effect against armor)

5 CP +5 Heavy attack, 2d3-1 slashing damage

10 CP +5 Full attack, 3d3+1 slashing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Damage Reduction (2/Slashing), Low-Light Vision, Vermin

Saves Fort +2 | Ref +4 | Will +1

Skills

Acrobatics +7

Perception +7

Stealth +8

Feats None

Organization

Solitary or cluster (3d2)

Treasure

1d2 antennae, 1d6 legs, 1d2 mandibles

Advancement

2 HD (Small)

3-4 HD (Medium)

Giant Mantis, Adult (Large Vermin)

BV 14 HD 5d8+4 CHP 14 XHP 26 CP 14

STR	DEX	CON
18	16	14
INT	WIS	CHA
—	14	7

Structure Arthropod (possesses a head, abdomen/thorax, 2 forelimbs, 4 legs, and 2 wings)

Initiative +3

Defense 13 (+3 DEX, -1 Size, +1 Natural)

Touch 12 | Flat-footed 10

BAB +3

Grapple +11

Attack(s)

Bite (Melee)

3 CP +6 Light attack, 1d8+1 piercing damage

4 CP +6 Standard attack, 1d8+4 piercing damage

6 CP +6 Heavy attack, 2d8+4 piercing damage

11 CP +6 Full attack, 3d8+8 piercing damage

Claws (Melee)

3 CP +6 Light attack, 1d6+3 slashing damage

4 CP +6 Standard attack, 1d6+6 slashing damage

6 CP +6 Heavy attack, 2d6+6 slashing damage

11 CP +6 Full attack, 3d6+10 slashing damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Damage Reduction (4/Slashing, 2/Bludgeoning), Low-Light Vision, Vermin,

Fly (1 CP per 10ft) (Average)

Saves Fort +6 | Ref +6 | Will +3

Skills

Acrobatics +8

Athletics +4

Perception +8

Stealth +3

Feats None

Organization

Solitary or cluster (3d2 plus 1d6 mantis nymphs)

Treasure

1d2 antennae, 1d2 claws, 1d4 legs, 1d2 mandibles, 1d2 wings

Advancement

6-9 HD (Large)

10 HD (Huge)

Giant Sand Gecko

Differing little from their smaller cousins, once it was discovered that these creatures could regenerate certain body part (namely their tails), they were quickly domesticated to produce a cheap and renewable source of meat and leather.

Species Traits

For the purposes of Called Shot attacks, a giant sand gecko's head and other extremities do not count as being protected by its natural armor.

Low-Light Vision Giant sand geckos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Regeneration A giant sand gecko regenerates 1 point of damage each round but cannot regenerate acid, cold, or fire damage. If a giant sand gecko loses a limb or body part (excluding its head) the lost portion regrows in 4d4 days. While in theory a giant sand gecko could reattach a

Vermin Giant stag beetles have the traits and immunities common to vermin.

Giant Stag Beetle (Large Vermin)
BV 19 HD 5d8+10 CHP 17 XHP 32 CP 13

STR	DEX	CON
18	10	14
INT	WIS	CHA
—	10	7

Structure Arthropod/Insect-like (possesses a head, abdomen/thorax, 6 legs, and 2 wings)
Initiative +0
Defense 12 (–1 Size, +3 Natural)
Touch 9 | Flat-footed 12
BAB +3
Grapple +11

Attack(s)

Bite (Melee)
3 CP +1 Light attack, 1d8–1 piercing damage
4 CP +1 Standard attack, 1d8+2 piercing damage
6 CP +1 Heavy attack, 2d8+2 piercing damage
11 CP +1 Full attack, 3d8+6 piercing damage

Slam (Melee)
3 CP +6 Light attack, 1d4+1 bludgeoning damage
4 CP +6 Standard attack, 1d4+4 bludgeoning damage
6 CP +6 Heavy attack, 2d4+4 bludgeoning damage
11 CP +6 Full attack, 3d4+8 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Damage Reduction (4/Bludgeoning, Slashing), Darkvision 60', Trample 2d6+6 [TN15], Vermin, Burrow, Fly (1 CP per 5ft) (Poor)
Saves Fort +6 | Ref +1 | Will +1
Skills
Athletics +6
Perception +8
Feats None
Organization
Solitary or cluster (3d2)
Treasure
1d2 antennae, 1d6 legs, 1d2 mandibles
Advancement
4–6 HD (Large)
7–9 HD (Huge)

Giant Wasps

As if normal wasps were not mean enough, these giant bugs seem to hate almost everything that gets close enough to their nests. Very few creatures are off the menu for them, leading conflict with any local fauna that can fight back. Disturbingly, they are enough of a problem in some places that heavily armed extermination teams must be deployed to destroy these monsters if enough of them are close enough to civilization.

Species Traits
For the purposes of Called Shot attacks, a giant wasp’s head and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). Giant wasps tend to follow coloration for the multitude of local wasp species with the abdomen and thorax being lined with dark horizontal stripes, not that this matters...they behave as wasps just the same, including some wasps using killed or incapacitated foes to feed their soon to hatch larvae back at their nest.

Damage Reduction Giant wasps have an amount of Damage Reduction listed in their profile.

Low-Light Vision Giant wasps can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Giant wasp larvae do not possess Low-Light Vision, instead possessing Blindsight up to 30 feet, which they lose upon becoming a drone or a queen.

Poison A giant wasp drone or queen has a poisonous sting that injects venom with a successful sting attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or suffer 1d6 points of temporary Strength damage. If the target fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate 1d3 points of temporary Constitution damage. The Saving Throw TN is equal to (10 + ½ the giant wasp’s Hit Dice + its Constitution modifier). A giant wasp’s stinger area can be targeted using the Called Shot rules for targeting a hand or a foot (see pg. 79 of the Core Rulebook for more details). If a giant wasp’s stinger area suffers at least 3 points of damage, it is rendered useless and can no longer be used by the wasp. A giant wasp drone or a queen is immune to its own poison and the poison of other giant wasps.

Vermin Giant wasps have the traits and immunities common to vermin.

Skill Bonus Giant wasp drones or queens receive a +4 bonus to sight-based Perception checks.

Larva

Giant Wasp, Larva (Tiny Vermin)

BV ¼ HD ½ d8 CHP 3 XHP 2 CP 6

STR	DEX	CON
2	8	10
INT	WIS	CHA
—	8	1

Structure Worm-like
Initiative -1
Defense 11 (-1 DEX, +2 Size)
Touch 11 | Flat-footed 11
BAB +0
Grapple -8

Attack(s)

Bite (Melee)
2 CP -2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP -2 Standard attack, 1 piercing damage (no effect against armor)

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Blindsight 30', Damage Reduction (1/Bludgeoning), Vermin
Saves Fort +2 | Ref -1 | Will -1
Skills
Perception +2
Stealth +3
Feats None
Organization
Solitary, colony (1d3+2), or swarm (1d6+5)
Treasure None
Advancement
1 HD (Tiny)

Drone

Giant Wasp, Drone (Small Vermin)

BV 11 HD 2d8+2 CHP 10 XHP 11 CP 12

STR	DEX	CON
10	16	14
INT	WIS	CHA
—	12	3

Structure Arthropod (possesses a head, abdomen/thorax, 6 legs, stinger, and 2 wings)
Initiative +3
Defense 15 (+3 DEX, +1 Size, +1 Natural)
Touch 14 | Flat-footed 12
BAB +1
Grapple -3

Attack(s)

Bite (Melee)
2 CP +2 Light attack, 1 slashing damage (no effect against armor)
3 CP +2 Standard attack, 1d4 slashing damage
5 CP +2 Heavy attack, 2d4 slashing damage
10 CP +2 Full attack, 3d4+4 slashing damage
Sting (Melee)
2 CP +2 Light attack, 1 piercing damage, poison (no effect against armor)
3 CP +2 Standard attack, 1d4 piercing damage, poison

5 CP +2 Heavy attack, 2d4 piercing damage, poison
10 CP +2 Full attack, 3d4+4 piercing damage, poison
Reach 5'
Fighting Space 5' by 5'
Special Qualities
Damage Reduction (2/Bludgeoning, Slashing), Low-Light Vision, Poison [TN13], Vermin, Fly (1 CP per 15ft) (Good)
Saves Fort +5 | Ref +3 | Will +1
Skills
Acrobatics +6
Athletics +4
Perception +3 (+7 for sight-based checks)
Feats None
Organization
Solitary, swarm (1d6+2), or nest (1 queen plus 2d4+2 drones, and 3d3 larva)
Treasure
1d6 legs, 1d2 mandibles, 1 poison gland/stinger, 1d2 wings
Advancement
3-4 HD (Small)
5 HD (Medium)

Queen

Giant Wasp, Queen (Medium Vermin)

BV18 HD 6d8+10 CHP14 XHP37 CP12

STR	DEX	CON
14	14	14
INT	WIS	CHA
—	12	6

5 CP +6 Heavy attack, 2d6+2 piercing damage, poison
 10 CP +6 Full attack, 3d6+6 piercing damage, poison

Structure Arthropod (possesses a head, abdomen/thorax, 6 legs, stinger, and 2 wings)

Initiative +2

Defense 15 (+2 DEX, +3 Natural)
 Touch 12 | Flat-footed 13

BAB +4

Grapple +6

Attack(s)**Bite (Melee)**

2 CP +6 Light attack, 1d8–1 slashing damage
 3 CP +6 Standard attack, 1d8+2 slashing damage
 5 CP +6 Heavy attack, 2d8+2 slashing damage
 10 CP +6 Full attack, 3d8+6 slashing damage

Sting (Melee)

2 CP +6 Light attack, 1d6–1 piercing damage, poison
 3 CP +6 Standard attack, 1d6+2 piercing damage, poison

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Damage Reduction (2/Bludgeoning, Slashing), Low-Light Vision, Poison [TN17], Vermin, Fly (1 CP per 15ft) (Good)

Saves Fort +7 | Ref +4 | Will +3

Skills

Acrobatics +6
 Athletics +6
 Perception +8 (+12 for sight-based checks)

Feats None

Organization

Solitary or nest (1 queen plus 2d4+2 drones, and 3d3 larva)

Treasure

1d6 legs, 1d2 mandibles, 1 poison gland/stinger, 1d2 wings

Advancement

7 HD (Medium)
 8 HD (Large)

Giant Worm

Amongst the largest of creatures known, this terrifyingly gargantuan worm's maw is as a meat grinder; row after row of misshapen but ever the sharp teeth arranged in baffling concentric rings! One could only wonder what kind of cavernous expanse may be beyond the leviathan's maw; assuming that whatever prey it swallows survives to see such. But, perhaps such curiosities are best left unexplored.

Species Traits

The coloration of giant worms varies depending on the location of its origin. In hot deserts, they tend to have sandy brown or red flesh and shells depending on the colors of the sand and terrain. In subterranean locales, they tend to be colored pearlescent blacks or deep violet hues. Tropical environs entail them to be colored to match any foliage or even colors of any nearby waters. These creatures only tend to live in warm locations, so they need not be worried about in colder locales.

Blindsight Giant worms are blind but can ascertain all creatures and objects within 120 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the giant worm.

Elemental Resistance 8 A giant worm ignores the first 8 points of damage from any acid-, concussive-, electric-, or fire-based attack or effect.

Improved Grab To use this ability, a giant worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an Attack of Opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe in the following round.

Damage Reduction 22/Ballistic A giant worm ignores the first 22 points of damage dealt by any ballistic weapon.

Damage Reduction 20/Ballistic Piercing, Bludgeoning, Piercing, Slashing A giant worm ignores the first 20 points of damage dealt by any ballistic piercing, bludgeoning, piercing, or slashing weapon.

Swallow Whole If a giant worm begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the giant worm, the opponent takes bludgeoning damage equal to the giant worm's bite attack, divided by 2 (rounded down), and an additional 1d4 points of acid damage per round from the monster's gizzard. A successful grapple check allows the swallowed creature to climb out of the gizzard and return to the giant worm's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gizzard using claws (or talons) or a Huge, Large, Medium, Small, or Tiny piercing or slashing weapon. Plasma weapons or tools (of the proper size) that are used for cutting may also be used to attack. Dealing at least a certain amount of damage (Defense score and damage necessary are noted in creature profile) to the gizzard in this way creates an opening large enough to permit escape. Large or smaller non-thrown (except for explosives) ranged weapons can also be used to attack from the inside, but doing so will not create a hole large enough for escape (except for aforementioned explosives). Attacks to the gizzard ignore all Damage Reductions noted in the creature's profile. A giant worm's gizzard can hold 2 Huge, 8 Large, 32 Medium-size, 128 Small, 512 Tiny, or 2,048 Diminutive or smaller opponents. See Special Qualities for more information.

Giant Worm (Colossal Vermin)

BV 110 HD 30d8+242 CHP 100 XHP 377 CP 12

STR	DEX	CON
40	7	31
INT	WIS	CHA
—	8	3

Structure Worm-like
Initiative -2
Defense 17 (-2 DEX, -8 Size, +17 Natural)
Touch 0 | Flat-footed 17
BAB +22
Grapple +53

Attack(s)

Bite (Melee)
4 CP +29 Light attack, 4d6+12 piercing damage
5 CP +29 Standard attack, 4d6+15 piercing damage
7 CP +29 Heavy attack, 5d6+15 piercing damage
12 CP +29 Full attack, 6d6+19 piercing damage
Slam (Melee)
4 CP +29 Light attack, 2d6+12 bludgeoning damage

5 CP +29 Standard attack, 2d6+15 bludgeoning damage
7 CP +29 Heavy attack, 3d6+15 bludgeoning damage
12 CP +29 Full attack, 4d6+19 bludgeoning damage
Reach 15'
Fighting Space 30' by 30' (coiled), 10' by 80' (unfurled)
Special Qualities
Blindsight 120', Damage Reduction (22/Ballistic, 20/Bludgeoning, Piercing, Slashing), Elemental Resistance 8, Improved Grab, Swallow Whole (DEF 17, 32 DMG), Burrow (3 CP per 10ft)
Saves Fort +26 | Ref +8 | Will +9
Skills
Perception +2
Feats None
Organization
Solitary
Treasure
4d12 teeth
Advancement None

Golems

Species Traits
For the purposes of Called Shot attacks, a golem’s head and other extremities count as being protected by its natural armor.

Construct Golems have the traits and immunities common to constructs.

Clay

A magical concoction of the right material with the right mage brings this titan of semi-hardened clay to life, to serve as a protector for its master. With its master long gone it roams seeking any target it deems hostile, even unaware bystanders.

For the purposes of damage, a clay golem adds 1.5x its STR modifier to its slam attack.

Damage Reduction 10/All A clay golem ignores the first 10 points of damage dealt by any weapon.

Darkvision Clay golems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and clay golems can function with no light at all.

Electrical Immunity A clay golem is immune to electricity damage.

Clay Golem (Large Construct)

BV 30 HD 3d10+20 CHP 36 CP 10

STR	DEX	CON
24	10	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +0
Defense 14 (-1 Size, +5 Natural)
Touch 9 | Flat-footed 14
BAB +2
Grapple +13

Attack(s)

Slam (Melee)
3 CP +8 Light attack, 1d8+7 bludgeoning damage

4 CP +8 Standard attack, 1d8+10 bludgeoning damage
6 CP +8 Heavy attack, 2d8+10 bludgeoning damage
Reach 10'
Fighting Space 10' by 10'
Special Qualities
Construct, Damage Reduction (10/All), Darkvision 60', Immune to electricity damage
Saves Fort +2 | Ref +1 | Will +2
Skills None
Feats None
Organization
Solitary or pair
Treasure None
Advancement None

Plastic

Being slightly shorter than the average person, for those that need helpers or a small force of guards, these are possibly-short of straw or wood—the cheapest golems to create and deploy.

Acid Vulnerability A plastic golem takes double damage from acid-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Damage Reduction 2/All A plastic golem ignores the first 2 points of damage dealt by any weapon.

Darkvision Plastic golems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and plastic golems can function with no light at all.

Electrical Immunity A plastic golem is immune to electricity damage.

Fire Vulnerability A plastic golem takes double damage from fire-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Repairable Plastic golems cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Structural) check [TN14] heals 1d8 points of damage, and each check represents 1 hour of work. A plastic golem cannot repair itself.

Plastic Golem (Medium Construct)

BV 3 HD 1d10+10 CHP 15 CP 10

STR	DEX	CON
10	10	—
INT	WIS	CHA
—	10	1

3 CP +0 Standard attack, 1d3 bludgeoning damage
5 CP +0 Heavy attack, 2d3 bludgeoning damage

Structure Biped (Humanoid)

Initiative +0

Defense 11 (+1 Natural)

Touch 10 | Flat-footed 11

BAB +0

Grapple +0

Attack(s)

Slam (Melee)

2 CP +0 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Acid Vulnerability, Construct, Damage Reduction (2/All), Darkvision 60', Fire Vulnerability, Immune to electricity damage

Saves Fort +0 | Ref +0 | Will +0

Skills None

Feats None

Organization

Varies

Treasure None

Advancement None

Rubber Training Golem

This humanoid shaped construct, used for training law enforcement and military personnel, would seem to be almost indestructible. "Grrrrrr!! I'm going to get you!" it almost playfully shouts.

Automatic Language Rubber training golems are capable of speaking, (but can neither read nor write) any one language of the GM's choice.

Construct A rubber training golem has the traits and immunities common to constructs.

Darkvision Rubber training golems can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and rubber training golems can function with no light at all.

Magical Self Sealing Construction Rubber training golems are created with amazingly crafted enchantments and self sealing rubber that allow them to mend almost any damage inflicted upon them. This ability works just as the Regeneration special ability and allows rubber training golems to regenerate 30 points of damage per round. Due to the means of construction, a rubber training golem gains 1985 Core Hit Points atop its natural amount of Core Hit Points. For all of its amazing self-repairing properties, a rubber training golem cannot regenerate any damage caused by acid, fire, or plasma. This ability ceases functioning if the training golem's Core Hit Points are reduced to 0, effectively rendering it destroyed.

Repairable Rubber training golems cannot heal damage (that ignores their regenerative capabilities) on their own but can be repaired using the Craft skill. A successful Craft (Structural) check [TN20] heals 1d8 points of damage, and each check represents 1 hour of work. A rubber training golem cannot repair itself.

Rubber Training Golem (Medium Construct)

BV1 HD1d10+10 CHP2000 CP12

STR	DEX	CON
1	10	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)
Initiative +0
Defense 10
Touch 10 | Flat-footed 10
BAB +0
Grapple -5

Attack(s)

Slam (Melee)
2 CP -5 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

3 CP -5 Standard attack, 1d2 bludgeoning damage (non-lethal)
Reach 5'
Fighting Space 5' by 5'
Special Qualities
Construct, Darkvision 60', Magical Self Sealing Construction 30 (cannot regenerate acid, fire, or plasma damage), Repairable
Saves Fort +0 | Ref +0 | Will +0
Skills None
Feats None
Organization
Varies
Treasure None
Advancement None

Grassman

Ever watching, standing in a T-shaped pose toward the Sun. Silent. Unmoving. Enjoying the warm rays. Many consider these statues of grass to be ominous, others consider them to be annoying, and a small few consider them to be wonderful to have as lawn ornaments. Whatever the case, they are undisturbed by most.

Species Traits

For the purposes of Called Shot attacks, all of a grassman's extremities count as being protected by its natural "armor." Grassmen are incapable of moving in daylight or during periods wherein there is sufficient light, whether natural or simulated. They are only capable of moving in times of lower levels of light, or in darkness.

Blindsight A grassman can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the grassman's use of this ability.

Electrical Immunity A grassman is immune to electricity damage.

Fire Vulnerability A grassman takes double damage from fire-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Regeneration A grassman regenerates 20 points of damage each round but cannot regenerate acid, cold, concussion, or fire damage. It is only capable of utilizing this ability if it is in contact with, and exposed to, sufficient vegetation and sunlight.

Plant Grassmen have the traits and immunities common to plants.

Grassman (Medium Plant)

BV 1/8 HD 2d8-8 CHP1 XHP1 CP1

STR	DEX	CON
—	1	1
INT	WIS	CHA
—	1	1

Structure Biped ("Humanoid", no discernible head)
Initiative -5
Defense 6 (-5 DEX, +1 Natural)
Touch 5 | Flat-footed 6
BAB +1
Grapple —

Attack(s)

None

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Electrical Immunity, Fire Vulnerability, Plant, Regeneration 20 (cannot regenerate acid, cold, concussion, or fire damage)
Saves Fort -2 | Ref -5 | Will -5
Skills None
Feats None
Treasure
1d10 grassman seed pods
Advancement
3-4 HD (Medium)
5-8 HD (Large)
9-10 HD (Huge)

Harpies

Species Traits

Harpies of the main species are Small Framed and incur a -1 penalty when using a weapon of Medium size, a -2 penalty when using weapons of Large size or larger, and cannot use weapons of Huge or Gargantuan sizes unless Prone, and cannot use Colossal size weapons.

A harpy's talons natural weapon(s) are located on its feet, requiring the use of both the foot and the leg, and are subject to the same penalties with regard to use of the natural weapon(s) for a hand that has suffered extremity damage if such damage is inflicted to either one of its feet or legs (the leg merely suffers the normal penalty). It does not regain use of its natural weapon(s) until such damage has been properly healed. Needless to say, a harpy's arms also double as its wings and if one of its arms were to be damaged, in addition to incurring the same penalties as an arm with extremity damage it would also render the harpy unable to fly.

A harpy of the main species can use black powder firearms, modern firearms, lasarms, and plasarms just as player races can. A harpy does not incur any penalty while using a firearm (other than the aforementioned weapon size penalties and penalties for a lack of proficiency) due to having digits on their winged arms developed and dexterous enough to properly operate them. However, they require an additional 2 Combat Points to the normal Combat Point cost when reloading a firearm (as the digits on their hands are not exactly dexterous enough to facilitate practiced reloading).

Automatic Language Harpies read, speak, and write one language of the GM's choice.

Low-Light Vision Harpies can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Bonus Feat Harpies gain Weapon Expertise (Talons) as a bonus feat.

Female

A delicate-bodied female humanoid with arms like feathered wings of the local bird population sits alone on the stump of a dead tree singing to herself. She is wearing a modest cloth tunic. As you approach closer to her, you notice that her legs up to her mid thighs are scaly, like those of a bird's and each foot has three "toes" ending in talons. You approach closer still, enthralled by the beauty of her singing voice.

Captivating Song The song of a female harpy is a sound-based, mind-affecting charm effect that fills a 50-foot radius. Every creature within that area that can hear the harpy must succeed at a Will Saving Throw (TN 10 + ½ the harpy's Hit Dice + its Charisma modifier) or become utterly captivated for as long as the harpy sings. A captivated creature immediately begins moving toward the harpy, taking the most direct route available. If its path leads into a dangerous area (through flame, off a building, or the like), the creature is entitled to a second Saving Throw at the same TN to negate the effect.

An affected creature within 5 feet of the harpy simply stands there and offers no resistance to the monster's attacks, although it can defend itself against attacks from other sources. Extremely loud music and other noises (such as an air horn) allow the captivated creature a new Will Saving Throw. A creature that makes a successful Saving Throw at any point negates the effect and is immune to that harpy's song for 24 hours.

A harpy of the main species is immune to its own captivating song ability and to those of other harpies. The effects of a harpy's song cannot be carried by audio equipment or media such as megaphones, speakers, or audio storage media; the ability can only affect creatures that can hear the voice of the harpy in person. Adequate hearing protection grants a +6 equipment bonus to the Saving Throw. Creatures that are deaf or otherwise do not have the ability to hear are immune to the effects of this ability. A harpy must spend and all of its Combat Points in a single turn to use this ability and it may only be used once every 1d6+1 rounds.

Skill Bonuses A female harpy's amazing voice grants it a +4 species bonus on Perform (sing) checks.

Harpy, Female (Medium Sapient)

BV 6 HD 1d8 CHP 8 XHP 4 CP 16

STR	DEX	CON
7	15	10
INT	WIS	CHA
8	10	15

Structure Biped (Humanoid, arms also count as wings)

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +0

Grapple -2

Attack(s)

Slam (Melee)

2 CP -2 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal)

5 CP -2 Heavy attack, 2d3 bludgeoning damage (non-lethal)

10 CP -2 Full attack, 3d3+2 bludgeoning damage (non-lethal)

Talons (Melee)

1 CP +0 Light attack, 1 slashing damage (non-lethal) (no effect against armor)

2 CP +0 Standard attack, 1d4-2 slashing damage (no effect against armor)

4 CP +0 Heavy attack, 2d4-2 slashing damage

9 CP +0 Full attack, 3d4+2 slashing damage

Light Club (Melee)

1 CP -2 Light attack, 1d6-5 bludgeoning damage

2 CP -2 Standard attack, 1d6-2 bludgeoning damage

4 CP -2 Heavy attack, 2d6-2 bludgeoning damage

9 CP -2 Full attack, 3d6+2 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Captivating Song [TN15], Low-Light Vision, Fly (1 CP per 15ft) (Good)

Saves Fort +0 | Ref +4 | Will +0

Skills

Acrobatics +3

Perception +2

Perform (Sing) +8

Feats

Weapon Expertise (Talons) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)

Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)

Organization

Solitary, pair, or flight (1d8+2)

Treasure

Location or faction specific clothing, 2d10 feathers, Handbag, perfume, Light Club, 2d2 WP in Silver Coins

Advancement

By Character Level

Male

This male harpy appears to share the basic features of the harpy species but is clearly more masculine and muscular than the females. He still, however, does appear fragile in comparison to other Sapients that you have seen. Yet behind him are a number of rather lovely looking female harpies that just cannot seem to keep their feathered arms off of him. "Might I have one of my lovelies prepare a drink for you?" he asks you as he casually nuzzles his face onto the collarbone of one of his "lovelies." You are not certain if this fellow is living the "dolce vita" or if this is merely a facade that hides a more hectic lifestyle.

Contrary to the popular belief that the main harpy species is exclusively female, male harpies do actually exist. They are however, rare due to the female to male birth ratio among the main harpy species (3 females to 1 male). Overall they are taller and stronger than female harpies but still somewhat fragile physically even when compared to Elves. Male harpies are also slightly more intelligent, capable of learning and retaining information on average better than most females. Being that male harpies are rare, any male warriors around are viewed as the prime physical ideal (even if they are not much more physically well-built than an average male harpy). As such they are usually catered to, and have the first pick of multiple female mates.

Harpy, Male (Medium Sapient)

BV 5 HD 2d8 CHP 8 XHP 9 CP 16

STR	DEX	CON
8	14	10
INT	WIS	CHA
9	12	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +1
Grapple +0

Attack(s)

Slam (Melee)
2 CP +0 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +0 Standard attack, 1d3-1 bludgeoning damage (non-lethal)
5 CP +0 Heavy attack, 2d3-2 bludgeoning damage (non-lethal)
10 CP +0 Full attack, 3d3+3 bludgeoning damage (non-lethal)

Talons (Melee)
1 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
2 CP +2 Standard attack, 1d4-1 slashing damage (no effect against armor)
4 CP +2 Heavy attack, 2d4-1 slashing damage
9 CP +2 Full attack, 3d4+3 slashing damage

Light Club (Melee)
1 CP +0 Light attack, 1d6-4 bludgeoning damage
2 CP +0 Standard attack, 1d6-1 bludgeoning damage
4 CP +0 Heavy attack, 2d6-1 bludgeoning damage

9 CP +0 Full attack, 3d6+3 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Fly (1 CP per 15ft) (Good)
Saves Fort +0 | Ref +5 | Will +1
Skills
Acrobatics +3
Athletics +2
Linguistics (one of the GM's choice) +1
Perception +2

Feats
Weapon Expertise (Talons) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)
(A feat of the GM's choice)

Organization
Solitary or harem (1 male harpy plus 3d4 female harpies)

Treasure
Location or faction specific clothing, 2d10 feathers, Light Club, 2d2 WP in Silver Coins

Advancement
By Character Level

(Harpy) Ground Runners

Species Traits

Harpies of the ground runner sub-species do not incur any penalties for using a weapon of Medium or larger size as harpies of the main species do (but do require the proper proficiency feats to use without penalties).

A ground runner's talons natural weapon(s) are located on its feet, requiring the use of both the foot and the leg, and are subject to the same penalties with regard to use of the natural weapon(s) for a hand that has suffered extremity damage if such damage is inflicted to either one of its feet or legs (the leg merely suffers the normal penalty). It does not regain use of its natural weapon(s) until such damage has been properly healed.

A ground runner can use black powder firearms, modern firearms, elarms, lasarms, and plasarms just as player races can. A ground runner does not incur any penalty while using a firearm (other than a lack of proficiency feats) due to their hands being developed and dexterous enough to properly operate them. However, they require an additional 2 Combat Points to the normal Combat Point cost when reloading a firearm (as the digits on their hands are not exactly dexterous enough to facilitate practiced reloading).

The manufactured weapons that are listed in a ground runner's profile are considered to be constructed with Rock for the Contact point. (Adjustments to damage have been listed in the profiles.)

Automatic Language Ground runners read, speak, and write one language of the GM's choice.

Bonus Feat Ground runners gain Weapon Expertise (Talons) as a bonus feat.

Skill Bonuses Ground runners are rather physically inclined, and as such gain a +2 species bonus on Acrobatics and Athletics checks (included in profile).

Female

This dark-skinned female of the ground runner harpy sub-species has features more in common with local populations of flightless birds than the main harpy species. Most noticeably, the plumage covering most of her arms and legs reflects this, as does the lack of an ability to fly. This is compensated for with a pair of muscular legs similar in form to a harpy's, that grant it an ability to sprint at high speeds for a decent amount of time. "No feathers!" she says to you. "No think you better because you have tools greater. We clever just as you." she finishes as she puts her hands on your shoulders; a traditional greeting in that culture.

Ground Runner, Female (Medium Sapient)

BV19 HD1d8+1 CHP11 XHP5 CP15

STR	DEX	CON
9	15	12
INT	WIS	CHA
8	10	12

30ft, 30% chance of breakage after attacking.
5 CP +0 Throw attack, 2d6-2 piercing damage

Structure Biped (Humanoid)

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +0

Grapple -1

Attack(s)

Slam (Melee)

2 CP -1 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

3 CP -1 Standard attack, 1d3-1 bludgeoning damage (non-lethal)

5 CP -1 Heavy attack, 2d3-1 bludgeoning damage (non-lethal)

10 CP -1 Full attack, 3d3+3 bludgeoning damage (non-lethal)

Talons (Melee)

1 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)

2 CP +2 Standard attack, 1d4-1 slashing damage

4 CP +2 Heavy attack, 2d4-1 slashing damage

9 CP +2 Full attack, 3d4+3 slashing damage

Short Spear (Melee)

3 CP -1 Light attack, 2d6-5/15-18 piercing or 1d4+1 bludgeoning damage

4 CP -1 Standard attack, 2d6-2/15-18 piercing or 1d4+4 bludgeoning damage

6 CP -1 Heavy attack, 3d6-2/15-18 piercing or 2d4+4 bludgeoning damage

11 CP -1 Full attack, 4d6+2/15-18 piercing or 3d4+8 bludgeoning damage

Short Spear (improvised throwing weapon) (Ranged)

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Special Qualities

Low-Light Vision, Run (1 CP per 15ft)

Saves Fort +1 | Ref +4 | Will +0

Skills

Acrobatics +4

Athletics +4

Perception +2

Stealth +6

Feats

Weapon Expertise (Talons) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Skill Focus (Stealth)

Organization

Solitary, pair, scouting party (1d2+1 female plus 1d2+1 male ground runners), hunting party (1d4+1 female plus 1d4+1 male ground runners), or tribe (1d10+10 female plus 1d10+10 male ground runners plus 30% noncombatants, and 1d4 male tribal leaders of 4-6 HD)

Treasure

Location or faction specific clothing, 2d10 feathers, Short Spear, 1d2 WP in Copper pieces

Advancement

By Character Level

Male

Physically speaking, male ground runners are bigger and stronger than the females, but as even-tempered. Proud of their home and their tribal heritage, they are willing to fight for their families and any land they see as their tribe’s own. Although, if they do not perceive a threat, they generally tend to be welcoming (if cautious) of guests. “How, stranger,” he lays his hands on your shoulders, “Mean you us harm, we fight to end. Mean you us good, we shall be friends.” he warns.

Ground Runner, Male (Medium Sapient)

BV 20 HD 2d8+2 CHP 11 XHP 11 CP 15

STR	DEX	CON
13	14	12
INT	WIS	CHA
8	12	10

Structure Biped (Humanoid)
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +1
Grapple +2

Attack(s)

Slam (Melee)
2 CP +2 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP +2 Standard attack, 1d3+1 bludgeoning damage (non-lethal)
5 CP +2 Heavy attack, 2d3+1 bludgeoning damage (non-lethal)
10 CP +2 Full attack, 3d3+5 bludgeoning damage (non-lethal)
Talons (Melee)
1 CP +4 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
2 CP +4 Standard attack, 1d4+1 slashing damage
4 CP +4 Heavy attack, 2d4+1 slashing damage
9 CP +4 Full attack, 3d4+5 slashing damage
Short Spear (Melee)
3 CP +2 Light attack, 2d6–3/15-18 piercing or 1d4+3 bludgeoning damage
4 CP +2 Standard attack, 2d6/15-18 piercing or 1d4+6 bludgeoning damage
6 CP +2 Heavy attack, 3d6/15-18 piercing or 2d4+6 bludgeoning damage
11 CP +2 Full attack, 4d6+4/15-18 piercing or 3d4+11 bludgeoning damage

Javelin (Ranged)
30ft (60ft with feat)
5 CP +3 Throw attack, 2d6 piercing damage

Reach 5’ (10’ when attacking with Short Spear, cannot strike adjacent foes with this weapon)
Fighting Space 5’ by 5’
Special Qualities
Low-Light Vision, Run (1 CP per 15ft)
Saves Fort +1 | Ref +5 | Will +1
Skills
Acrobatics +6
Athletics +5
Perception +3
Stealth +6
Feats
Weapon Expertise (Talons) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Stealth)
Brutal Throw (Character may add its STR modifier (instead of DEX modifier) to attack rolls with thrown weapons. Also, when the weapon is thrown, its range increment is doubled.)
Organization
Solitary, pair, scouting party (1d2+1 female plus 1d2+1 male ground runners), hunting party (1d4+1 female plus 1d4+1 male ground runners), warband (2d6+8 male ground runners plus 1d2 male ground runner leaders of 3-4 HD), or tribe (1d10+10 female plus 1d10+10 male ground runners plus 30% noncombatants, and 1d4 male tribal leaders of 4-6 HD)
Treasure
Location or faction specific clothing, 2d10 feathers, Short Spear, 2 Javelins, 1d2 WP in Copper pieces
Advancement
By Character Level

Harrapari

Species Traits

The double staff and wrist blade weapons of the harrapari are exotic weapons that require the Exotic Melee Weapons Proficiency feat in order to use without incurring a –4 penalty to attack rolls when using them. The double staff is a Large size weapon that weighs 7 lbs. and that can be used one-handed, but doing so incurs a –2 penalty on attack rolls and the user can only apply half of their Strength score modifier to damage rolls when using the weapon in such a manner. It can be used to strike foes up to 10 feet away, and is capable of striking adjacent foes if the user is proficient. For the purpose of attacks and feats (beyond the aforementioned Exotic Melee Weapons feat), the double staff is considered a spear. The wrist blade is a Small size weapon that weighs 1.5 lbs., can only be used one-handed, and adds the user’s Strength score modifier to damage rolls.

Harrapari also sometimes use a Cloaking Belt (see pg. 15 of the Advanced Arms rulebook for more details). Although harrapari tend to eschew armor in favor of mobility, they can wear armor available from the various rulebooks (incurring all of the penalties if they lack the proper proficiency feats); these armors have all of the same statistics (such as Damage Reductions, equipment bonuses, Armor Points, etc.), but are appropriately sized for the user and weigh the normal amount as listed.

Automatic Language Harrapari speak a language of clicks and groans called Harrapar. They also possess a written form of Harrapar.

Hunter Helmet Most harrapar hunters wear a specialized helmet that covers their entire head. This gunmetal colored helmet grants its user Damage Reduction 8/Ballistic, Bludgeoning, Piercing, and Slashing, and 2/Plasma for the user’s head while it is worn. The helmet also acts as

a biological/chemical filter that grants its user immunity to all inhaled contaminants. More amazing still, the helmet also includes a specialized vision enhancement suite that grants its user the Darkvision special ability, is capable of acting as a pair of Infrared Goggles (see pg. 90 & 107 of the Core Rulebook) but without the -5 penalty on all sight based Perception checks, and can also act as a pair of Standard Binoculars (see pg. 119 of the Core Rulebook) and as a 1.5x Telescopic Sight (see pg. 165 of the Core Rulebook). The vision suite can be activated at a cost of 2 Combat Points, and the mode can be changed at a cost of 1 Combat Point. (The binocular and telescopic sight modes can be used in conjunction with the Darkvision and Infrared modes but only with one of those two modes at a time.)

Unfortunately, the entire assembly is coded with a biometric identification system and the features are only designed to activate when harrapari wear the helmet. Due to this, any other creature that wears this helmet will only gain the Damage Reductions that the helmet provides but are incapable of using the biological/chemical filter, or the vision suite. This item can be disabled by an EMP grenade or by a similar effect. The helmet itself weighs 6 lbs. and has 70 Armor Points.

Plasma Caster Some harrapari use an apparatus (attached onto the back by a harness) that holds an advanced plasma casting weapon atop one of the shoulders that is essentially both a plasarm and an explosive lased media emitter in one convenient package. The plasma caster is plasarm that can switch between Chargeshot, Pulseshot, and Semi firing modes. It costs 2 Combat Points to switch from one mode to another. In plasma gun mode, the plasma caster has Wattage Rating of 50kW (3d8 plasma damage) and a range increment of 60 feet.

The plasma caster can also switch to its ELM mode at a cost of 5 Combat Points. In ELM mode, the plasma caster has a Wattage Rating of 100kW (4d8+2 plasma damage), and a range increment of 30 feet. The attack from the ELM has a blast radius of 15 feet with no Reflex Saving Throw allowed.

The plasma caster has an overall Heat Rating of 60. The weapon does not require coolant packs but must recharge for 10 rounds once it reaches its Heat Rating and can only use its current firing mode if it has enough heat to support it. (The plasarm mode with its various rates of fire use Heat as they normally would, but the ELM mode requires at least 20 Heat to discharge the weapon.) If fired before it cools down, or if it does not have sufficient Heat to use a certain firing mode, the plasma caster shuts down for 1d10 minutes while it safely cools down. This weapon is subject to all of the same rules, proficiency requirements, and Combat Point costs (i.e. its various firing modes) as a plasarm in its plasma gun mode, and the rules for lasarms in its ELM mode.

The plasma caster counts as a Medium plasarm but does not require the use of a harrapar's hands to operate. This weapon is interfaced through the Hunter Helmet equipment and as such requires a harrapar to be wearing a functioning one if it is to be used. This weapon can be disabled by an EMP grenade or by a similar effect. If equipped by a harrapar, this weapon adds an additional 24 BV to the harrapar. The plasma caster can accept up to 3 Tactical upgrades (if the GM decides that the upgrade in question is one that could reasonably be added to the plasma caster). The apparatus itself weighs 8 lbs.

Hunter

This muscular humanoid has been trained from childhood onward to hunt its "prey" with only the utmost of efficiency. It wears a mask with the color of a dark steel, concealing the true appearance of its face and becoming almost like an actual face unto itself. A staff with a blade on each end is the primary tool that it uses for its hunting... and judging by the amount of scratches on the body of one of the blades, it has seen years of use.

Bonus Feats Harrapar hunters gain Exotic Melee Weapons Proficiency for the use of their double staff and and wrist blade weapons, Personal Plasmas Proficiency, and Advanced Plasma Proficiency as bonus feats.

Skill Bonuses Due to years of training from youth to adulthood for the purpose of hunting, harrapar hunters gain a +4 bonus on all Acrobatics, Athletics, and Stealth checks (included in profile).

Harrapar, Hunter (Medium Sapient)

BV15 HD 5d8+15 CHP 21 XHP 37 CP 17

STR	DEX	CON
20	19	16
INT	WIS	CHA
10	14	8

Structure Biped (Humanoid)
Initiative +4
Defense 14 (+4 DEX, +2 Misc [against Melee attacks])
Touch 14 | Flat-footed 10
BAB +3
Grapple +8

Attack(s)

Slam (Melee)
2 CP +8 Light attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
3 CP +8 Standard attack, 1d4+5 bludgeoning damage (lethal or non-lethal)
5 CP +8 Heavy attack, 2d4+5 bludgeoning damage (lethal or non-lethal)
10 CP +8 Full attack, 3d4+9 bludgeoning damage (lethal or non-lethal)
Double Staff (Melee)
3 CP +8 Light attack, 1d6+4/14-18 bludgeoning or piercing or slashing damage
4 CP +8 Standard attack, 1d6+7/14-18 bludgeoning or piercing or slashing damage
6 CP +8 Heavy attack, 2d6+7/14-18 bludgeoning or piercing or slashing damage
11 CP +8 Full attack, 3d6+11/14-18 bludgeoning or piercing or slashing damage
Wrist Blade (Melee)
2 CP +8 Light attack, 2d3+2 piercing or slashing damage
3 CP +8 Standard attack, 2d3+5 piercing or slashing damage
5 CP +8 Heavy attack, 3d3+5 piercing or slashing damage
10 CP +8 Full attack, 4d3+9 piercing or slashing damage
***Plasma Caster (Ranged) (50kW) (Semi/Charge/Pulseshot)**
60ft, 60h
7 CP +7 Single Shot attack, 3d8 plasma damage
4 CP +1 Potshot attack, 3d8 plasma damage
6 CP +7 Double Tap attack, 5d8 plasma damage
4 CP +1 5H Pulseshot attack, 5d8+5 plasma damage
***Plasma Caster ELM (Ranged) (100kW) (Single)**
30ft (10ft blast radius), 60h
5 CP +7 20h Single Shot attack, 4d8+2 plasma damage
3 CP +1 20h Potshot attack, 4d8+2 plasma damage

Reach 5' (10' when attacking with Double Staff)
Fighting Space 5' by 5'

Special Qualities
Damage Reduction (2/Bludgeoning), Hunter Helmet
Saves Fort +4 | Ref +8 | Will +3
Skills
Acrobatics +9
Athletics +9
Craft (Structural) +3
Perception +8
Stealth +8

Feats
Exotic Melee Weapons Proficiency (Double Staff and Wrist Blade) (Grants proficiency with the chosen weapons.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulseshot, and focussshot attacks without penalty.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Evasive Martial Arts (Character gains a +2 Dodge bonus to DEX against melee attacks.)
Defensive Martial Arts (Character gains 2/Bludgeoning DR.)

Organization
Solitary, pair, hunting team (1d3+2 harrapar hunters plus 1 harrapar shaman), or hunting band (1d3+7 harrapar hunters plus 1 harrapar hunter or harrapar shaman leader of 6-7 HD)

Treasure
Location or faction specific clothing, Hunter Helmet, Double Staff, Wrist Blade

Advancement
By Character Level

*Increases Battle Value by 24 if equipped.

Shaman

This harrapar has been trained less in the ways of the body and more in the ways of the mind. But one would be quite wrong to underestimate the fighting prowess of this psionic combatant.

Psionic User A harrapar shaman can use any psionic power of any category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Psionic Point requirements. (The listed powers are merely for convenience.)

Bonus Feats Harrapar shamans gain Exotic Melee Weapons Proficiency for the use of their double staff and and wrist blade weapons and one Psionic Power cost reduction feat of the GM's choice as a bonus feat.

Skill Bonuses Due to years of mental and physical training from youth to adulthood for the purpose of hunting, harrapar shamans gain a +4 bonus to one of their Psionic skill categories and +4 on all Stealth checks (included in profile).

Harrapar, Shaman (Medium Sapient)

BV 25 HD 5d8+10 CHP 18 XHP 32 ML 155* CP 15

STR	DEX	CON
16	16	15
INT	WIS	CHA
14	17	10

Structure Biped (Humanoid)

Initiative +3

Defense 13 (+3 DEX, +2 Misc [against Melee attacks])

Touch 13 | Flat-footed 10

BAB +3

Grapple +6

Attack(s)

Slam (Melee)

- 2 CP +7 Light attack, 1d6 bludgeoning damage (lethal or non-lethal)
- 3 CP +7 Standard attack, 1d6+3 bludgeoning damage (lethal or non-lethal)
- 5 CP +7 Heavy attack, 2d6+3 bludgeoning damage (lethal or non-lethal)
- 10 CP +7 Full attack, 3d6+7 bludgeoning damage (lethal or non-lethal)

Double Staff (Melee)

- 3 CP +6 Light attack, 1d6+1/15-18 bludgeoning or piercing or slashing damage
- 4 CP +6 Standard attack, 1d6+4/15-18 bludgeoning or piercing or slashing damage
- 6 CP +6 Heavy attack, 2d6+4/15-18 bludgeoning or piercing or slashing damage
- 11 CP +6 Full attack, 3d6+8/15-18 bludgeoning or piercing or slashing damage

Wrist Blade (Melee)

- 2 CP +6 Light attack, 2d3 piercing or slashing damage
- 3 CP +6 Standard attack, 2d3+3 piercing or slashing damage
- 5 CP +6 Heavy attack, 3d3+3 piercing or slashing damage
- 10 CP +6 Full attack, 4d3+7 piercing or slashing damage

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(*Fast Healing*, a psion can heal 3d2 CHP per round, 1 round, 8PP)

(*Psyrunning*, a psion can move 15 feet per 1 CP of movement, 5PP)

(*Teleportation* 35ft max, a psion can teleport (see pg. 49 of the Modern Magika rulebook for more details), 10PP)

Reach 5' (10' when attacking with Double Staff)

Fighting Space 5' by 5'

Special Qualities

Damage Reduction (2/Bludgeoning), Hunter Helmet, Psionic User

Saves Fort +3 | Ref +3 | Will +7

Skills

- Acrobatics +6
- Athletics +7
- Perception +4
- Psionics (Psychometabolism) +11
- Stealth +7

Feats

Exotic Melee Weapons Proficiency (Double Staff and Wrist Blade) (Grants proficiency with the chosen weapons.)

Psionic Squire (Psychometabolism) (–1 to PP cost when using psionic powers in the chosen category.)

Psionic Knight (Psychometabolism) (–3 to PP cost when using psionic powers in the chosen category.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Evasive Martial Arts (Character gains a +2 Dodge bonus to DEX against melee attacks.)

Defensive Martial Arts (Character gains 2/Bludgeoning DR.)

Combat Throw (Character gains a +3 bonus on opposed checks when attempting Trip or Grapple attacks, or when trying to avoid an opposing Trip or Grapple.)

Organization

Solitary, pair, hunting team (1d3+2 harrapar hunters plus 1 harrapar shaman), or hunting band (1d3+7 harrapar hunter plus 1 harrapar hunter or harrapar shaman leader of 6-7 HD)

Treasure

Location or faction specific clothing, Hunter Helmet, Double Staff, Wrist Blade

Advancement

By Character Level

*35 Mental Limit used for initial psionic power use.

Hellstein (Bronze Bull)

This reddish brown bovine appears just the same as any healthy bull, but with the noteworthy addition that its horns are the color of brass or copper. Also worthy of note is that these creatures live near places of major geothermal activity, such as active volcanoes and geysers.

Species Traits

For the purposes of Called Shot attacks, a hellstein's head and other extremities do not count as being protected by its natural armor (its Damage Reduction or Elemental Resistances from noted types still apply).

If the attack roll is successful, the hellstein may roll the damage, otherwise it misses and moves an additional 20 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the hellstein hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the hellstein's attack roll] – its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters ($\frac{3}{4}$) (rounded down) the amount of damage it would have otherwise suffered and moves 5 feet out of the charging hellstein's path in a direction of the creature's choosing. If the creature is successfully hit by the hellstein's charge, it must make a Fortitude Saving Throw (TN 10 + $\frac{1}{2}$ the hellstein's Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the hellstein is traveling toward and be knocked Prone.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the hellstein it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the hellstein successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the hellstein is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the hellstein ended its turn while moving in a straight line for at least 20 feet.

Fire Resistance 10 A hellstein ignores the first 10 points of fire damage from any fire-based attack or effect.

Scent This ability allows a hellsteins to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A hellstein can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the hellstein, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the hellstein's Hit Dice + the hellstein's Strength modifier) to completely avoid the damage and move to a space of their choice outside of the hellstein's trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the hellstein's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

BV 30 HD 5d10+30 CHP 25 XHP 52 CP 13

STR	DEX	CON
28	12	20
INT	WIS	CHA
2	12	5

6 CP +13 Heavy attack, 2d6+9 bludgeoning damage
11 CP +13 Full attack, 3d6+13 bludgeoning damage

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Charge 4d6+(up to 18) [TN25 Fort], Fire Resistance 10, Scent, Trample 2d6+13 [TN21], Run (1 CP per 10ft)

Saves Fort +13 | Ref +5 | Will +6

Skills

Athletics +12

Perception +6 (+14 for scent-based checks)

Feats

Focused Saving Throw (Will)

Focused Saving Throw (Fortitude)

Organization

Solitary, pair, or herd (2d8+4)

Treasure

Hellstein hide, 2 horns

Advancement

6-12 HD (Large)

Structure Quadruped

Initiative +]

Defense 13 (-1 Size, +4 Natural)

Touch 9 | Flat-footed 13

BAB +5

Grapple +18

Attack(s)

Gore (Melee)

3 CP +13 Light attack, 2d6+6 piercing damage

4 CP +13 Standard attack, 2d6+9 piercing damage

6 CP +13 Heavy attack, 3d6+9 piercing damage

11 CP +13 Full attack, 4d6+13 piercing damage

Slam (Melee)

3 CP +13 Light attack, 1d6+6 bludgeoning damage

4 CP +13 Standard attack, 1d6+9 bludgeoning damage

This large, rotund, and malodorous mammal spends much its time soaking in rivers. It is rather unwelcoming of other creatures.

Species Traits

For the purposes of Called Shot attacks, a hippopotamus's head and other extremities count as being protected by its natural armor.

Hold Breath A hippopotamus can seal its nostrils by muscular action and hold its breath for a number of rounds equal to 10 times its Constitution score, before it risks drowning.

Scent This ability allows a hippopotamus to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Skill Bonus A hippopotamus is agile in the water, gaining a +4 species bonus on Athletics checks to swim.

Hippopotamus (Large Animal)

BV 15 HD 7d8+35 CHP 26 XHP 66 CP 12

STR DEX CON
24 9 20
INT WIS CHA
2 12 4

Structure Quadruped

Initiative -1

Defense 12 (-1 DEX, -1 Size, +4 Natural)

Touch 8 | Flat-footed 12

BAB +5

Grapple +16

Attack(s)

Bite (Melee)

3 CP +11 Light attack, 1d8+4 piercing damage

4 CP +11 Standard attack, 1d8+7 piercing damage

6 CP +11 Heavy attack, 2d8+7 piercing damage

11 CP +11 Full attack, 3d8+11 piercing damage

Slam (Melee)

3 CP +11 Light attack, 1d6+4 bludgeoning damage
4 CP +11 Standard attack, 1d6+7 bludgeoning damage
6 CP +11 Heavy attack, 2d6+7 bludgeoning damage
11 CP +11 Full attack, 3d6+11 bludgeoning damage

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Hold Breath, Scent

Saves Fort +10 | Ref +4 | Will +3

Skills

Athletics +7 (+11 for swimming checks)

Perception +6 (+14 for scent-based checks)

Feats None

Organization

Solitary, pair, or group (3d2)

Treasure None

Advancement

8-10 HD (Large)

Hydra

This monstrous creature of renown, three-headed and dragon-like in its form, has claimed many a warrior that came to face it in battle! The legends recounted across the generations from those that escaped all have two things in common: no matter how many strikes at the heads of the fiend were successfully struck, no matter what the warriors did, the beast was never killed and only continued to slaughter all that stood before it. The monster was also spoken of breathing a cloud of violet poison, asphyxiating so many brave men without ever having to strike at all. Only the foolish or most blissfully ignorant would ever want to war with this savage nightmare of another time.

Species Traits

For the purposes of Called Shot attacks, a hydra's heads and other extremities count as being protected by its natural armor. For the purposes of damage, a hydra adds 1.5x its STR modifier to attacks with its claws.

Acid Resistance 20 A hydra ignores the first 20 points of acid damage from acid-based attacks or effects.

Breath Weapon Once every 1d8 rounds, for 8 Combat Points, one of a hydra's heads can breathe a 20-foot cone of toxic gas. Creatures within the area of effect must make a Fortitude Saving Throw (instead of the normal Reflex Saving Throw for breath weapons) or suffer 2d6 points of temporary Strength and Dexterity damage and 1d4 damage directly to their Core Hit Points. Regardless of whether or not the target succeeds or fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 30 seconds (5 rounds) later to negate 2d4 points of permanent Constitution drain. The Fortitude Saving Throw TN is (10 + ½ the hydra's HD + its Constitution modifier). The gas cloud dissipates 1d3 rounds after it was breathed. In the event that a strong gust of air or wind, the cloud is pushed in the direction that the gust is going (how far is based on the best guess to circumstances by the GM), and is changed from the cone shape to a 20-foot by 20-foot square shaped area that dissipates as it normally would. A successful Fortitude Saving Throw does not completely negate the effects of this attack, but merely halves the damages and prevents the Constitution draining effects.

The toxic gas is considered an inhaled poison. Any creature wearing a gas mask or comparable equipment gains a +6 equipment bonus to the Fortitude Saving Throw against the effects of this ability caused by the gas and completely negates any damage that would occur otherwise. A creature using or otherwise wearing equipment that could reasonably create a sealed environment (i.e. a Crash Rescue Suit, Lightsuit, Standard Spacesuit, Marine Spacesuit, etc.) is immune to all effects of this ability so long as the equipment maintains its air seal. Creatures that do not have to breathe or are also otherwise incapable of being poisoned are immune to the effects of this ability caused by both the gas and the liquid poisons. Hydras are immune to their own poison and the poison of other Hydras.

Damage Reduction 20/All A hydra ignores the first 20 points of damage dealt by any weapon.

Darkvision Hydras can see in the dark up to 180 feet. Darkvision is black and white only, but it is otherwise like normal sight, and a hydra can function with no light at all.

Fire Resistance 20 A hydra ignores the first 20 points of fire damage from fire-based attacks or effects and cannot catch on fire.

Multiple Heads Hydras have three different heads. Each one of these heads can be individually targeted as per the Called Shot rules for targeting a head. If the targeted head suffers a total amount of damage from an attack equal to at least one third of the hydra’s total remaining Core Hit Points (rounded up), the hydra loses one third of its remaining Core Hit Points (rounded up) instead of the actual dealt to it, and the head is “killed” and can no longer be used by the hydra until the head regenerates (see below).If all three heads are “killed” before any of them can regenerate (see below) the hydra dies immediately even if its Core Hit Points did not reach -10 Core Hit Points (or -56 CHP). When any of the heads are killed, the hydra also suffers a Strength, Dexterity, and Wisdom damage of 1d4 (rolled once per head) that heals if one of the hydra’s head regenerates. The penalty can never cause a hydra’s ability scores to drop below a minimum of 1.

Regeneration 20 A hydra regenerates 20 points of damage each round but cannot regenerate from acid damage. However, if reduced to twice its negative Constitution score in Core Hit Points (-56 CHP in this case) within the course of one round, it can no longer regenerate and is killed or, if reduced to -10 Core Hit Points by attacks that inflict the types of damage that ignore its regeneration ability, it is killed as per the normal rules. If a hydra loses a limb or body part, the lost portion regrows in 10d12 minutes. While in theory a hydra could reattach a severed limb in 1d2 minutes by having it held to the stump, hydras mostly do not have the manual dexterity to do so (someone or something would have to do so for it). Hydra heads can regenerate but not as the other limbs do. If one of a hydra’s heads is “killed” in a manner that leaves it intact, it regenerates to a living and functional status in in the same amount of time as any of its other limbs. If however, one of its heads is severed from its neck or body, or otherwise destroyed (i.e. by explosives), the hydra requires 2d4 months to fully regenerate a living and functional head. Once a head is regenerated, the hydra fully regains any loss to its Strength, Dexterity, and Wisdom ability scores that it suffered as a result of the damage to its head(s). This ability also allows a hydra to heal bleed damage at a rate of 8 dice of bleed damage per round. A hydra cannot be killed due to bleed damage unless its current amount of bleed damage dice exceed half of its full Core Hit Point and Extended Hit Point amounts rounded down (i.e. if it has 40 CHP and 116 XHP and has incurred 78 bleed damage dice).

Scent This ability allows a hydra to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Hydra (Huge Mystical Beast)

BV 92 HD 8d10+72 CHP 40 XHP 116 CP 14

STR	DEX	CON
38	10	28
INT	WIS	CHA
2	16	8

Structure Quadruped (possesses 3 heads and a tail)
Initiative +0
Defense 16 (-2 Size, +8 Natural)
Touch 8 | Flat-footed 16
BAB +8
Grapple +30

Bite (Melee)
3 CP +14 Light attack, 2d6+11 piercing damage
4 CP +14 Standard attack, 2d6+14 piercing damage
6 CP +14 Heavy attack, 3d6+14 piercing damage
11 CP +14 Full attack, 4d6+18 piercing damage

Claws (Melee)
3 CP +9 Light attack, 2d4+18 slashing damage
4 CP +9 Standard attack, 2d4+21 slashing damage
6 CP +9 Heavy attack, 3d4+21 slashing damage
11 CP +9 Full attack, 4d4+25 slashing damage

Slam (Melee)

Attack(s)

Structure Quadruped (possesses 3 heads and a tail)
Initiative +0
Defense 16 (-2 Size, +8 Natural)
Touch 8 | Flat-footed 16
BAB +8
Grapple +30

Bite (Melee)
3 CP +14 Light attack, 2d6+11 piercing damage
4 CP +14 Standard attack, 2d6+14 piercing damage
6 CP +14 Heavy attack, 3d6+14 piercing damage
11 CP +14 Full attack, 4d6+18 piercing damage

Claws (Melee)
3 CP +9 Light attack, 2d4+18 slashing damage
4 CP +9 Standard attack, 2d4+21 slashing damage
6 CP +9 Heavy attack, 3d4+21 slashing damage
11 CP +9 Full attack, 4d4+25 slashing damage

Slam (Melee)

Reich 10' (15' with bite)
Fighting Space 15' by 15'
Special Qualities
Acid Resistance 20, Breath Weapon [TN23], Damage Reduction (20/All), Darkvision 180', Fire Resistance 20, Multiple Heads, Regeneration 20, Scent
Saves Fort +15 | Ref +6 | Will +9
Skills
Athletics +14
Perception +18 (+26 for scent-based checks)
Feats
Focused Saving Throw (Will)
Skill Focus (Perception)
Organization
Solitary
Treasure
2d12 hydra scales
Advancement
9-18 HD (Huge)
19-30 HD (Gargantuan)

Ice Yak

Utterly hardy in their nature, these after beasts of burden are ever sought after for their ability to withstand working in the coldest of environments. Also of value is their fur, which runs the color gamut from an almost silvery white to a light blonde and is used as stuffing in the creation of heavy winter coats.

Species Traits

Ice yaks are immune to Cold or colder environments and do not have to make a Saving Throw against such environments. For the purposes of Called Shot attacks, an ice yak’s head and other extremities do not count as being protected by its natural armor. A light load for an ice yak is up to 240 pounds; a medium load, 241–480 pounds; and a heavy load, 481–720 or more pounds. An ice yak can push, pull, or drag up to 2,400 pounds. An ice yak cannot carry a rider unless it is Riding trained as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details), but domesticated ice yaks tend to already be trained for such. An ice yak

Jelly, Apple (Tiny Ooze)

BV 1/8 HD 1/4 d10 CHP1 XHP1 CP 6

STR	DEX	CON
3	14	10
INT	WIS	CHA
—	10	4

Structure Amorphous (Spheroid)
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 14 | Flat-footed 12
BAB +0
Grapple -12

Attack(s)

Slam (Melee)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Blindsight 60', Ooze
Saves Fort +0 | Ref +2 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
½-1 HD (Tiny)

Blueberry

This minuscule blob of blue has a lovely fragrance like a handful of blueberries.

Jelly, Blueberry (Diminutive Ooze)

BV 1/8 HD 1/8 d10-2 CHP1 XHP1 CP 5

STR	DEX	CON
1	12	5
INT	WIS	CHA
—	10	4

Structure Amorphous (Spheroid)
Initiative +1
Defense 15 (+1 DEX, +4 Size)
Touch 15 | Flat-footed 14
BAB +0
Grapple -17

Attack(s)

Slam (Melee)

3 CP -1 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
Reach 0'
Fighting Space 1' by 1'
Special Qualities
Blindsight 60', Ooze
Saves Fort -2 | Ref +1 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
¼-½ HD (Tiny)

Cherry

This little one's scent of cherries only gets better as you bring it closer and closer to your nose.

Jelly, Cherry (Diminutive Ooze)

BV 1/8 HD 1/4 d10-2 CHP1 XHP1 CP 5

STR	DEX	CON
2	12	6
INT	WIS	CHA
—	8	4

Structure Amorphous (Spheroid)
Initiative +1
Defense 15 (+1 DEX, +4 Size)
Touch 15 | Flat-footed 14
BAB +0
Grapple -16

Attack(s)

Slam (Melee)

3 CP +0 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
Reach 0'
Fighting Space 1' by 1'
Special Qualities
Blindsight 60', Ooze
Saves Fort -2 | Ref +1 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
½-1 HD (Tiny)

Jelly, Flan (Small Ooze)

BV ¼ HD ½ d10+5 CHP 6 XHP 7 CP 7

STR	DEX	CON
6	12	10
INT	WIS	CHA
—	10	5

Structure Amorphous (Spheroid)
Initiative +1
Defense 12 (+1 DEX, +1 Size)
Touch 12 | Flat-footed 11
BAB +0
Grapple -6

Attack(s)

Slam (Melee)

3 CP -1 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Ooze
Saves Fort +0 | Ref +1 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
1-2 HD (Small)

Pumpkin Pie

This brownish orange jelly delights with the hearty aroma of a holiday favorite.

Jelly, Pumpkin Pie (Small Ooze)

BV ¼ HD ½ d10+5 CHP 6 XHP 7 CP 7

STR	DEX	CON
7	10	10
INT	WIS	CHA
—	10	6

Structure Amorphous (Spheroid)
Initiative +0
Defense 11 (+1 Size)
Touch 11 | Flat-footed 11
BAB +0
Grapple -6

Attack(s)

Slam (Melee)

3 CP -1 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Ooze
Saves Fort +0 | Ref +0 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
1-2 HD (Small)

Raspberry

As this rather small jelly moves around, it seems to leave its lovely, fruity scent on every surface that it touches.

Jelly, Raspberry (Diminutive Ooze)

BV ⅛ HD ¼ d10-2 CHP 1 XHP 1 CP 5

STR	DEX	CON
2	14	6
INT	WIS	CHA
—	10	4

Structure Amorphous (Spheroid)
Initiative +3
Defense 16 (+2 DEX, +4 Size)
Touch 16 | Flat-footed 14
BAB +0
Grapple -16

Attack(s)

Slam (Melee)

3 CP +0 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 0'
Fighting Space 1' by 1'
Special Qualities
Blindsight 60', Ooze
Saves Fort -2 | Ref +2 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
½-1 HD (Tiny)

Spindly Sorbet

Created by an imaginative engineer that believed that pet jellies could be so much more, these gelatinous companions are quite the treat for both the eyes and nose. Multiple spiraling stands of color run through its transparent blue-green body. Its amazing aroma is not merely one, but numerous familiar and lovely fragrances; all different but never in conflict with one another and always a joy to behold.

Jelly, Spindly Sorbet (Small Ooze)

BV ¼ HD ½ d10+5 CHP 6 XHP 7 CP 8

STR	DEX	CON
4	10	10
INT	WIS	CHA
—	10	9

Structure Amorphous (Spheroid)

Initiative +0

Defense 11 (+1 size)

Touch 11 | Flat-footed 11

BAB +0

Grapple -7

Slam (Melee)

Attack(s)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Blindsight 60', Ooze

Saves Fort +0 | Ref +0 | Will +0

Skills None

Feats None

Organization

Domesticated or solitary

Treasure None

Advancement

1-2 HD (Small)

Tangerine

This light orange sphere of jelly emits a sharp and very pleasant citrus smell.

Jelly, Tangerine (Tiny Ooze)

BV ⅛ HD ¼ d10 CHP 1 XHP 1 CP 6

STR	DEX	CON
2	16	9
INT	WIS	CHA
—	10	6

Structure Amorphous (Spheroid)

Initiative +3

Defense 15 (+3 DEX, +2 Size)

Touch 15 | Flat-footed 12

BAB +0

Grapple -12

Slam (Melee)

Attack(s)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

Reach 0'

Fighting Space 2½' by 2½'

Special Qualities

Blindsight 60', Ooze

Saves Fort -1 | Ref +2 | Will +0

Skills None

Feats None

Organization

Domesticated or solitary

Treasure None

Advancement

½-1 HD (Tiny)

Vanilla

This ever sweetly fragrant jelly is one of the most popular breeds available. They are so popular in fact, that many of those that own one (or more) have admitted to basically using them as "living air fresheners."

Jelly, Vanilla (Tiny Ooze)

BV 1/8 HD 1/4 d10 CHP1 XHP1 CP 6

STR	DEX	CON
3	14	10
INT	WIS	CHA
—	10	4

Structure Amorphous (Spheroid)
Initiative +2
Defense 14 (+2 DEX, +2 Size)
Touch 14 | Flat-footed 12
BAB +0
Grapple -12

Attack(s)

Slam (Melee)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Blindsight 60', Ooze
Saves Fort +0 | Ref +2 | Will +0
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
½-1 HD (Tiny)

Watermelon

This deeper green slime has lighter streaks of green around its more ovular body. It gives off the alluring aroma of a Summer favorite.

Jelly, Watermelon (Small Ooze)

BV 1/4 HD 1/2 d10+6 CHP 8 XHP 8 CP 7

STR	DEX	CON
7	8	12
INT	WIS	CHA
—	8	5

Structure Amorphous (Spheroid)
Initiative -1
Defense 10 (-1 DEX, +1 Size)
Touch 10 | Flat-footed 10
BAB +0
Grapple -6

Attack(s)

Slam (Melee)

3 CP -2 Standard attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Ooze
Saves Fort +1 | Ref -1 | Will -1
Skills None
Feats None
Organization
Domesticated or solitary
Treasure None
Advancement
1-3 HD (Small)

Kangaroo

An unusual mammal, categorized as a “marsupial,” these animals naturally stand upright and the females both carry and raise their young in a natural pouch. Of further interest is that they do not run like other animals, but instead hop to cover the long distances at decent pace they can move. While they tend to be shy, they are not incapable of defending themselves, if only enough to push an attacker back and zip away from any danger near it.

Species Traits

These statistics can describe the gray or red kangaroo species. Although a kangaroo “hops” as opposed to actually running (such as human or a horse would), for the purposes of the Run ability rules in-game, a kangaroo effectively possesses the same ability to Run as any other creature that can do so.

Low-Light Vision Kangaroos can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a kangaroo to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A kangaroo that hits with a kick attack can attempt to trip the opponent without making a touch attack or provoking an Attack of Opportunity. If the attempt fails, the opponent cannot react to trip the kick.

Kangaroo (Medium Animal)

BV 2 HD 2d8+2 CHP 12 XHP 11 CP 14

STR	DEX	CON
10	16	12
INT	WIS	CHA
2	12	7

Structure Biped ("Humanoid", possesses a tail)

Initiative +3

Defense 13 (+3 DEX)

Touch 13 | Flat-footed 10

BAB +1

Grapple +1

Attack(s)

Kick (Melee)

2 CP +1 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

3 CP +1 Standard attack, 1d3 bludgeoning damage (non-lethal) (no effect against armor)

5 CP +1 Heavy attack, 2d3 bludgeoning damage

10 CP +1 Full attack, 3d3+4 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Low-Light Vision, Scent, Trip, Run (1 CP per 10ft)

Saves Fort +4 | Ref +6 | Will +1

Skills

Acrobatics +6

Athletics +2

Perception +4 (+12 for scent-based checks)

Feats

None

Organization

Solitary, pair, or court (3d3+1)

Treasure

Kangaroo pelt

Advancement

3-4 HD (Medium)

Lamias

Species Traits

For the purposes of Called Shot attacks, only a lamia's lower body—the snake-like part—counts as being protected by its natural armor.

Automatic Language Lamias read, speak, and write one language of the GM's choice.

Constrict A lamia deals 1d8+STR modifier points of bludgeoning damage with a successful grapple check against a target of the same size category or smaller than itself.

Improved Grab To use this ability, a lamia must hit with its tail slam attack. It can then attempt to start a grapple without provoking an Attack of Opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Incantation User Most lamias are at least somewhat proficient in the use of Incantation. A lamia can use any Incantation dialect category as per the rules in the Modern Magika rulebook so long as it meets both the prerequisite Mental Limit and Incantation Point requirements. (The listed Incantation dialects and recipes are merely for convenience.) It is also subject to all of the rules involving the use of Incantation.

Low-Light Vision Lamias can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Medium Upper Body Although lamias are Large sized creatures, their upper torsos are that of Medium-size shapely humanoids, followed by a snake-like body. Because of this, lamias are subject to a slight modification of the Called Shot rules. A lamia's arms, hands, head, and torso can all be targeted (and suffer extremity damage as per the Called Shot rules), but a lamia's lower, snake-like body is targeted by default. The attacker must specify whether the upper or lower torso is being targeted before attacking, otherwise the attacker is assumed to be attacking the lower snake-like body.

If a lamia suffers an amount of damage that is at least half of its current CHP (rounded up) to its lower snake-like torso, it suffers the same effect as suffering extremity damage to both legs. An attack to the upper torso is resolved using the lamia's Touch Defense score plus 2, and if a lamia suffers a successful Called Shot attack to any part of the torso of its human-like upper body, the damage inflicted upon it is multiplied by 1.5 (successful Critical Strikes are multiplied by 2) to signify it being a vulnerable target on the lamia's body. Lamias are also capable of using the same weapons as Medium-size humanoids, incurring all of the benefits and penalties for proficiency or the lack thereof, or any other benefits and penalties that may be applicable. A lamia's humanoid upper body has, for the purposes the Strength modifier when using weapons and carrying capacity and lifting weight, an effective Strength ability score of 4 less than the listed score. The listed Strength score is for the lamia's lower snake-like body, which uses the listed Strength score for carrying capacity (if carrying items in containers on its snake-like body), and its push, pull, or drag limits. A lamia's lower body counts as quadrupedal for the purposes of carrying capacity. When a lamia increases in size due to gaining additional Hit Dice, only the lower, snake-like part of its body actually increases in length or size. The humanoid part of its body is not affected.

Skill Bonuses Lamias receive a +4 bonus on Grapple checks (included in profile).

Female

“You seem to be lost...” a voice in the darkness calls out. From the bleakness, you see the face and upper torso of a shapely female humanoid. She is practically naked, save for an apparent scalemail necklace barely covering her ample bosom. Then the rest of her makes itself known; she is as a snake. “...how about you and I get to know each other a little better?” she hisses, baring her frightening fangs and forked tongue as she continues to leer at you, ready to fight.

Lamia, Female (Large Mystical Beast)

BV 22 HD 6d10+18 CHP 18 XHP 51 ML 160* CP 14

STR	DEX	CON
16	16	17
INT	WIS	CHA
12	14	14

Structure Special (Humanoid upper body with no legs, snake-like lower body)
Initiative +3
Defense 14 (+3 DEX, -1 Size, +2 Natural)
Touch 12 (14) | Flat-footed 11
BAB +6
Grapple +17

Attack(s)

Bite (Melee)
2 CP +1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d3 piercing damage (no effect against armor)
5 CP +1 Heavy attack, 2d3 piercing damage
10 CP +1 Full attack, 3d3+4 piercing damage
Tail Slam (Melee)
3 CP +8 Light attack, 1d6 bludgeoning damage
4 CP +8 Standard attack, 1d6+3 bludgeoning damage
6 CP +8 Heavy attack, 2d6+3 bludgeoning damage
11 CP +8 Full attack, 3d6+7 bludgeoning damage

Incantation(s)

(*Crippling Hex* 40ft max, temporary extremity damage to a single creature’s arm or leg for 3 rounds, 5IP, 6 CP)

(*Summon*, summon a shadow creature of Small size for 5 rounds with 1d8+2 HP, 10 CP, 1d4+8 DEF, and a 1d3+1 melee attack bonus (see pg. 54-55 of the Modern Magika rulebook for more details), 4IP, 5 CP)

(*Unnerving Hex* 20ft max, cause a single creature to become Unnerved for 2 round, 8IP, 6 CP)

Reach 10’
Fighting Space 10’ by 10’ (coiled), 5’ by 25’ (unfurled)

Special Qualities
Constrict 1d8+3, Improved Grab, Incantation User, Low-Light Vision, Medium Upper Body
Saves Fort +8 | Ref +8 | Will +4
Skills

Acrobatics +7
Athletics +7
Incantation (Hex) +8
Incantation (Shadow Control) +7
Perception +7
Stealth +4

Feats
Archaic Weapons Proficiency (one of the GM’s choice) (Grants proficiency with the chosen class of weaponry.)
Combat Intuition (When engaged in melee combat with an enemy the creature made a successful melee attack against in the previous round, the creature gains a +3 melee attack bonus to the current round, when attacking that enemy. This bonus only applies to the last enemy the creature attacked successfully.)

Organization
Solitary, pair, gang (1d2+1 female plus 1d2+1 male lamias), or cabal (1d4 female plus 1d4 male lamias, and 1d2 female or male leader(s) of 9-10 HD)

Treasure
1d4 fangs, 1d10 scales, weapons and other possessions determined by GM

Advancement
By Character Level, increases size to Huge at 12 HD

*21 Mental Limit used for initial keeping of Incantation recipes, 30 recipes may be kept.

Male

The males of the lamia species are a bit larger, noticeably more muscular, smarter, and even more vicious in battle than the females.

Lamia, Male (Large Mystical Beast)

BV 21 HD 7d10+28 CHP 19 XHP 66 ML 180* CP 14

STR	DEX	CON
20	14	18
INT	WIS	CHA
13	14	12

Structure Special (Humanoid upper body with no legs, snake-like lower body)

Initiative +2

Defense 13 (+2 DEX, -1 Size, +2 Natural)

Touch 11 (13) | Flat-footed 11

BAB +7

Grapple +20

Attack(s)

Bite (Melee)

2 CP +4 Light attack, 1 piercing damage (non-lethal) (no effect against armor)

3 CP +4 Standard attack, 1d3+1 piercing damage (no effect against armor)

5 CP +4 Heavy attack, 2d3+1 piercing damage

10 CP +4 Full attack, 3d3+5 piercing damage

Tail Slam (Melee)

3 CP +11 Light attack, 1d6+2 bludgeoning damage

4 CP +11 Standard attack, 1d6+5 bludgeoning damage

6 CP +11 Heavy attack, 2d6+5 bludgeoning damage

11 CP +11 Full attack, 3d6+9 bludgeoning damage

Incantation(s)

(*Shadowpath* 15ft (ranged touch attack), 1d10 Piercing, 3IP, 5 CP)

(*Shadow Weapon*, creates a melee weapon of the Invoker's choice that the Invoker is considered proficient in using (see pg. 53 of the Modern Magika rulebook for more details), 3 rounds, 3IP, 5 CP)

(*Summon*, summon a shadow creature of Medium size for 5 rounds with 2d8+4 HP, 12 CP, 1d6+8 DEF, and a 1d4+1 melee attack bonus (see pg. 54-55 of the Modern Magika rulebook for more details), 8IP, 6 CP)

Reach 10'

Fighting Space 10' by 10' (coiled), 5' by 25' (unfurled)

Special Qualities

Constrict 1d8+5, Improved Grab, Incantation User, Low-Light Vision, Medium Upper Body

Saves Fort +9 | Ref +7 | Will +4

Skills

Acrobatics +9

Athletics +10

Incantation (Shadow Control) +8

Incantation (Shadow Offense) +8

Perception +7

Stealth +4

Feats

Archaic Weapons Proficiency (one of the GM's choice) (Grants proficiency with the chosen class of weaponry.)

Combat Intuition (When engaged in melee combat with an enemy the creature made a successful melee attack against in the previous round, the creature gains a +3 melee attack bonus to the current round, when attacking that enemy. This bonus only applies to the last enemy the creature attacked successfully.)

Reciter (Shadow Offense) (-1 to IP cost when creating incantation recipes of the selected language.)

Organization

Solitary, pair, gang (1d2+1 female plus 1d2+1 male lamias), or cabal (1d4 female plus 1d4 male lamias, and 1d2 female or male leader(s) of 9-10 HD)

Treasure

1d4 fangs, 1d10 scales, weapons determined by GM

Advancement

By Character Level, increases size to Huge at 11 HD

*24 Mental limit used for initial keeping of Incantation recipes, 28 recipes may be kept.

Lantern Beetle

This large insect is the size of a small breed of dog. On both its left and right side there is a gland that produces light. In the time before electric lighting, miners that had run out of oil for their lanterns would take to capturing these little things and using them for lighting.

Species Traits

Bio Luminescence A lantern beetle's glowing glands provide light in a 10-foot radius. A dead lantern beetle's luminescent glands continue to glow for 1d6 days after its death.

Damage Reduction 2/Bludgeoning, Slashing A lantern beetle ignores the first 2 points of damage dealt by any bludgeoning or slashing weapon.

Low-Light Vision Lantern beetles can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Vermin Lantern beetles have the traits and immunities common to vermin.

Lantern Beetle (Small Vermin)

BV 2 HD 1d8 CHP 3 XHP 4 CP 12

STR	DEX	CON
7	10	10
INT	WIS	CHA
—	10	4

Structure Arthropod/Insect-like (possesses a head, abdomen/thorax, and 6 legs)
Initiative +0
Defense 11 (+1 Size)
Touch 11 | Flat-footed 10
BAB +0
Grapple -6

Attack(s)

Bite (Melee)
2 CP -1 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP -1 Standard attack, 1 piercing damage (no effect against armor)

5 CP -1 Heavy attack, 2d3-2 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Bio Luminescence, Damage Reduction (2/Bludgeoning, Slashing), Low-Light Vision, Vermin
Saves Fort +2 | Ref +0 | Will +0
Skills
Perception +8
Feats None
Organization
Solitary or cluster (4d3)
Treasure
1d2 antennae, 1d2 luminescent glands, 1d6 legs
Advancement
2-3 HD (Small)

Manticore

The furious beast snarls and postures at anything it views as remotely challenging to its dominance. Its form is a logic-defying mishmash of a leonine body with a bestial yet somehow vaguely orc-like face, a bat-like pair of wings, and the stinger-tipped tail of a scorpion.

Species Traits

For the purposes of Called Shot attacks, a manticore’s head and other extremities do not count as being protected by its natural armor. For the purposes of damage, a manticore adds 1.5x its STR modifier to attacks with its claws.

Automatic Language A manticore can speak and understand (but neither read nor write) one language of the GM’s choice.

Ferocity A manticore is so fiercely aggressive in combat that it continues fighting even when disabled or dying.

Improved Grab To use this ability, a manticore must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Keen Sight Manticores have Darkvision with a range of 90 feet and Low-Light Vision.

Scent This ability allows a manticore to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Poison Manticores have scorpion-like tail with venom gland and stinger. A manticore injects venom with a successful sting attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or suffer 1d6 points of temporary Constitution damage. If the target fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate a 1d2 permanent Constitution drain. The Saving Throw TN is equal to (10 + ½ the manticore’s Hit Dice + its Constitution modifier). The tail of a manticore can be targeted as per the Called Shot rules and follows the same rules for targeting a leg.

If a manticore’s tail suffers a total amount of damage of at least one-quarter (¼) of its current Core Hit Point value (regardless of whether or not it still has Extended Hit Points remaining), it cannot be used again to attack until the manticore heals at least the amount of damage that was inflicted. A manticore is immune to its own venom and to the venom of other manticores.

Bonus Feat Manticores receive the bonus feat Skill Focus (Athletics).

Skill Bonuses Manticores receive a +4 bonus on Will Saving Throws (included in profile).

Manticore (Large Mystical Beast)

BV 24 HD 6d10+24 CHP 22 XHP 57 CP 15

STR	DEX	CON
27	15	18
INT	WIS	CHA
7	12	8

3 CP +8 Standard attack, 1d8+4 piercing damage, poison
 5 CP +8 Heavy attack, 2d8+4 piercing damage, poison
 10 CP +8 Full attack, 3d8+8 piercing damage, poison

Structure Quadruped (possesses a tail with stinger and 2 wings)

Initiative +2

Defense 13 (+2 DEX, -1 Size, +2 Natural)

Touch 11 | Flat-footed 11

BAB +6

Grapple +18

Attack(s)

Bite (Melee)

3 CP +13 Light attack, 1d8+1 piercing damage

4 CP +13 Standard attack, 1d8+4 piercing damage

6 CP +13 Heavy attack, 2d8+4 piercing damage

11 CP +13 Full attack, 3d8+8 piercing damage

Claws (Melee)

3 CP +13 Light attack, 1d6+3 slashing damage

4 CP +13 Standard attack, 1d6+8 slashing damage

6 CP +13 Heavy attack, 2d6+8 slashing damage

11 CP +13 Full attack, 3d6+12 slashing damage

Slam (Melee)

3 CP +8 Light attack, 1d4+1 bludgeoning damage

4 CP +8 Standard attack, 1d4+4 bludgeoning damage

6 CP +8 Heavy attack, 2d4+4 bludgeoning damage

11 CP +8 Full attack, 3d4+8 bludgeoning damage

Sting (Melee)

2 CP +8 Light attack, 1d8+1 piercing damage, poison

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Ferocity, Improved Grab, Keen Sight, Poison [TN17], Scent, Fly (1 CP per 10ft) (Poor), Run (1 CP per 10ft)

Saves Fort +9 | Ref +7 | Will +7

Skills

Acrobatics +10

Athletics +12

Perception +9 (+17 for scent-based checks)

Presence +2 (+6 when Intimidating) (can only be used to Intimidate or Terrify)

Feats

Skill Focus (Athletics)

Menacing (The creature may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the creature's activities.)

Organization

Solitary, pair, or pride (3d2)

Treasure

1d2 poison glands, 3d8 teeth, 1d2 wings

Advancement

7-9 HD (Large)

10-12 HD (Huge)

Mineshafter

Stories of this mysterious person are varied, with details differing noticeably from all that have ever encountered it. Some claim that it was a man of dark hair and goatee, wearing a cyan shirt and blue jeans. Yet others still claim to have seen a woman of light red hair with a pale green shirt and khaki colored cargo pants. One detail of the story was almost always the same; this person was almost always seen underground in caves, caverns, and abandoned mines—with a pickaxe—mining for any kind of precious mineral ore. The “Shafter” was then gone quickly and quietly, as if it had never even been there at all.

Species Traits

Automatic Language The Mineshafter can read and write (but not speak) any language.

Fast Healing 2 The Mineshafter heals 2 points of damage each round so long as it has at least 1 Core Hit Point.

Jack of All Trades Having adventured for so long, the Mineshafter has learned much in that time. The Mineshafter counts as having all of the basic proficiency feats for every category of armor and weaponry. While this eliminates the -4 penalty for the lack of proficiency (and the -2 penalty for improvised weapons) with categories of weapons that require them, and allows for armors to be used with all of the benefits of proficiency, this ability does not grant any further bonuses. Feats beyond the basic proficiency feats may be acquired as per the rules presented in the Core Rulebook and as if the basic proficiency feat prerequisite had been met, with all of their bonuses applied as they normally would be.

Loot Hauler For the purposes of carrying items and objects, the Mineshafter's normal carry capacity amounts (including for dragging and pulling) are multiplied by 8 (i.e. $[10 \times 4] \times 8 = 320$ lbs). The Mineshafter's overall Strength ability score is not modified. Even with this ability, if carrying numerous amounts of items the Mineshafter must have a reasonable means of carrying the items (such as bags or boxes) if such would be deemed necessary by the GM.

Low-Light Vision The Mineshafter can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. It retains the ability to distinguish color and detail under these conditions.

Skill Bonuses Due to the necessity of exploration and survival, the Mineshafter has become rather practiced at constructing various consumables and objects. The Mineshafter gains a +10 bonus on all Craft checks of any category (included in profile). For some reason the Mineshafter has impaired hearing with regard to noises originating from behind it. The Mineshafter suffers a -4 penalty to Perception checks involving hearing if the noises listened for originate from behind it. The Mineshafter gains an additional +3 bonus to Stealth checks to move silently while crouching.

Mineshafter (Medium Sapient)

BV 20 HD 10d8+40 CHP 20 XHP 80 CP 15

STR	DEX	CON
10	12	18
INT	WIS	CHA
10	10	8

Structure Biped (Humanoid)
Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +7
Grapple +7

Attack(s)

Punch (Melee)
2 CP +7 Light attack, 1 bludgeoning damage (lethal or non-lethal) (no effect against armor)
3 CP +7 Standard attack, 1d3 bludgeoning damage (lethal or non-lethal)
5 CP +7 Heavy attack, 2d3 bludgeoning damage (lethal or non-lethal)
10 CP +7 Full attack, 3d3+4 bludgeoning damage (lethal or non-lethal)
Camp Axe (improvised weapon) (Melee)
20% chance of breakage after attacking.
3 CP +7 Light attack, 1d6–1/15-18 slashing damage
4 CP +7 Standard attack, 1d6+2/15-18 slashing damage
6 CP +7 Heavy attack, 2d6+2/15-18 slashing damage
11 CP +7 Full attack, 3d6+6/15-18 slashing damage
Pickaxe (improvised weapon) (Melee)
20% chance of breakage after attacking.
3 CP +7 Light attack, 3d6–3/13-18 piercing damage plus 1d6 bludgeoning damage
4 CP +7 Standard attack, 3d6/13-18 piercing damage plus 1d6 bludgeoning damage
6 CP +7 Heavy attack, 4d6/13-18 piercing damage plus 1d6 bludgeoning damage
11 CP +7 Full attack, 5d6+4/13-18 piercing damage plus 1d6 bludgeoning damage
Broadsword (Melee)
2 CP +7 Light attack, 2d6–3/13-18 slashing damage
3 CP +7 Standard attack, 2d6/13-18 slashing damage
5 CP +7 Heavy attack, 3d6/13-18 slashing damage
10 CP +7 Full attack, 4d6+4/13-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities

Fast Healing 2, Jack of All Trades, Loot Hauler, Low-Light Vision
Saves Fort +7 | Ref +8 | Will +3
Skills
Acrobatics +4
Athletics +4
Craft (All) +10
Perception +6 (+2 to hear behind it)
Stealth +3 (+6 when moving silently while crouching)

Feats
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, or longsword its size can be considered one level less, applies only to using and not concealing.)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Tactical Draw (Broadsword) (Character can draw the specified weapon from a holster or sheath for 1 CP and from Waistband carry for 3 CP, and holster it for 1 CP.)
Sword Specialist (Character gains +1 die of damage when wielding a shortsword, bastard sword, broadsword, or longsword, and when performing a thrust attack, the character takes no damage penalty, and gains a +2 damage bonus.)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Archery Master (Reloading a crossbow or bow costs 0 CP.)
Heavy Melee Weapon Martial Arts (Character gains +1 die of bludgeoning damage when wielding a light mace, flail, heavy mace, kama, light pick, or heavy pick.)
Armor Optimization (When the character wears their selected level of armor they are proficient in, they gain a +1 to the DEF equipment bonus, and reduce the armor penalty by 1.)
Organization
Solitary
Treasure
Cyan blue t-shirt, blue jeans, Backpack, 2 Small Waist Packs, Broadsword, Pickaxe (improvised Heavy Pick), Tactical Sheath, Camp Axe (improvised Hand Axe), Compass, 16 Torches, Flint and Steel, Paracord Rope (200ft), Shovel, Canteen (Perfect Quality Water), 2 apples, 2 loaves of bread, 2 grilled porkchops, Civilian MRE, 2 Potions of Cure Moderate Wounds (1d4 Light Heal, 1d4 Heavy Heal, 1 Stop Bleeding), 4d10WP in gold pieces, an archaic, exotic, or simple melee weapon of the GM's choice with 3d10 SP worth of magical enchantments
Advancement
By Character Level

Moa, Giant

This flightless bird, despite having a very intimidating appearance, is actually rather skittish if confronted. These creatures stand almost as tall as two terran men and only tend to fight if their young are threatened, otherwise they use their capable legs to quickly flee.

Species Traits

For the purposes of Called Shot attacks, a giant moa's head and other extremities do not count as being protected by its natural armor.

Low-Light Vision Giant moa can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Giant Moa (Large Animal)

BV 6 HD 3d8+6 CHP11 XHP19 CP12

STR DEX CON
17 18 14
INT WIS CHA
2 10 8

4 CP +4 Standard attack, 1d6+3 slashing damage
6 CP +4 Heavy attack, 2d6+3 slashing damage
11 CP +4 Full attack, 3d6+7 slashing damage

Structure Biped (Avian)
Initiative +4
Defense 13 (+4 DEX, -1 Size)
Touch 13 | Flat-footed 9
BAB +2
Grapple +9

Attack(s)

Peck (Melee)
3 CP -1 Standard attack, 1 piercing damage (non-lethal) (no effect against armor)
4 CP -1 Standard attack, 1d3+1 piercing damage
6 CP -1 Standard attack, 2d3+1 piercing damage
11 CP -1 Standard attack, 3d3+5 piercing damage
Talons (Melee)
3 CP +4 Light attack, 1d6 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
Low-Light Vision, Run (1 CP per 15ft)
Saves Fort +5 | Ref +7 | Will +1
Skills
Acrobatics +6
Athletics +6
Perception +8
Feats None
Organization
Solitary, pair, or colony (8d8)
Treasure
2d12 feathers, 1d2 talons
Advancement
4-6 HD (Large)

Monstrous Centipedes

A giant arthropod with many legs and a venomous bite, these creatures are fearsome and dangerous. Adventures should be aware to not get flanked.

Species Traits

For the purposes of Called Shot attacks, a monstrous centipede's head and other extremities do not count as being protected by its natural armor. Despite being of the class of Chilopoda, centipedes (a name that would imply or otherwise suggest one hundred legs) do not actually have a standardized amount of legs. Centipedes can have from as few as 30 and as many as 354 of them, and always in odd-numbered pairs. Being that this class of arthropods does not possess a standardized amount of legs, as to how many legs a monstrous centipede possesses is determined by the GM, using the aforementioned information. Monstrous centipedes can use either their Strength or Dexterity modifier for Athletics checks to climb, whichever is higher.

Damage Reduction Some monstrous centipedes have an amount of Damage Reduction listed in their profile.

Darkvision Monstrous centipedes can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and monstrous centipedes can function with no light at all.

Poison A monstrous centipede has a poisonous bite that injects venom with a successful bite attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or suffer temporary Dexterity damage. The victim must succeed on a Fortitude Saving Throw or take the initial damage; a second Fortitude Saving Throw must be made 1 minute later (10 rounds) to negate the poison's secondary damage. The TN of the Fortitude Saving Throws and the effects vary depending on the monstrous centipede's size, as shown on Table: Monstrous Centipede Poison.

Centipede Size	Fort Save TN	Initial/Secondary Damage
Gargantuan	26	2d6 Dex/1d6 CHP
Huge	19	1d8 Dex/1d3 CHP
Large	15	1d6 Dex/1d2 CHP
Medium	11	1d4 Dex
Small	10	1d3 Dex

Table 22: Monstrous Centipede Poison

Vermin Monstrous centipedes have the traits and immunities common to vermin.

Skill Bonus Monstrous centipedes receive a +4 bonus to sight-based Perception checks.

Monstrous Centipede, Small (Small Vermin)

BV 6 HD 1d8 CHP 3 XHP 4 CP 13

STR	DEX	CON
5	14	10
INT	WIS	CHA
—	10	2

5 CP –2 Heavy attack, 2d3–3 piercing damage, poison
10 CP –2 Full attack, 3d3+2 piercing damage, poison

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Damage Reduction (1/Bludgeoning, Piercing, Slashing), Darkvision 60',
Poison [TN10], Vermin, Climb (1 CP per 5ft)

Saves Fort +2 | Ref +2 | Will +0

Skills

Athletics –3 (+5 for checks to climb)

Perception +0 (+4 for sight-based checks)

Feats None

Organization

Solitary or swarm (5d2+1)

Treasure

1d2 antennae, 1d2 mandibles

Advancement None

Structure Snake/Worm-like (possesses a head and a number of legs determined by the GM (see above))

Initiative +2

Defense 13 (+2 DEX, +1 Size)

Touch 13 | Flat-footed 11

BAB +0

Grapple –7

Attack(s)

Bite (Melee)

2 CP –2 Light attack, 1 piercing damage, poison (non-lethal) (no effect against armor)

3 CP –2 Standard attack, 1 piercing damage, poison (no effect against armor)

Monstrous Centipede, Med. (Medium Vermin)

BV 12 HD 2d8+1 CHP 7 XHP 9 CP 13

STR	DEX	CON
8	14	12
INT	WIS	CHA
—	10	2

10 CP +0 Full attack, 3d6+1 piercing damage, poison

Reach 5'

Fighting Space 5' by 5' (coiled), 5' by 15' (unfurled)

Special Qualities

Damage Reduction (2/Bludgeoning, Piercing, Slashing), Darkvision 60',
Poison [TN11], Vermin, Climb (1 CP per 5ft)

Saves Fort +4 | Ref +2 | Will +0

Skills

Athletics –1 (+6 for checks to climb)

Perception +0 (+4 for sight-based checks)

Feats None

Organization

Solitary, colony (2d2+1), or swarm (5d2+1)

Treasure

1d2 antennae, 1d2 mandibles

Advancement

3 HD (Medium)

Structure Snake/Worm-like (possesses a head and a number of legs determined by the GM (see above))

Initiative +2

Defense 13 (+2 DEX, +1 Natural)

Touch 12 | Flat-footed 11

BAB +1

Grapple +0

Attack(s)

Bite (Melee)

2 CP +0 Light attack, 1d6–3 piercing damage, poison (no effect against armor)

3 CP +0 Standard attack, 1d6–1 piercing damage, poison

5 CP +0 Heavy attack, 2d6–1 piercing damage, poison

Monstrous Centipede, Large (Large Vermin)

BV 18 HD 4d8+5 CHP 15 XHP 23 CP 12

STR	DEX	CON
14	12	16
INT	WIS	CHA
—	10	2

11 CP +4 Full attack, 3d8+6 piercing damage, poison

Reach 5'

Fighting Space 10' by 10' (coiled), 5' by 25' (unfurled)

Special Qualities

Damage Reduction (6/Bludgeoning, Piercing, Slashing, Ballistic/4),
Darkvision 60', Poison [TN15], Vermin, Climb (1 CP per 10ft)

Saves Fort +7 | Ref +3 | Will +1

Skills

Athletics +2 (+10 for checks to climb)

Perception +2 (+6 for sight-based checks)

Feats None

Organization

Solitary or cluster (2d2+1)

Treasure

1d2 antennae, 1d2 mandibles

Advancement

5–7 HD (Large)

Structure Snake/Worm-like (possesses a head and a number of legs determined by the GM (see above))

Initiative +1

Defense 14 (+1 DEX, –1 Size, +4 Natural)

Touch 10 | Flat-footed 13

BAB +3

Grapple +9

Attack(s)

Bite (Melee)

3 CP +4 Light attack, 1d8–1 piercing damage, poison

4 CP +4 Standard attack, 1d8+2 piercing damage, poison

6 CP +4 Heavy attack, 2d8+2 piercing damage, poison

Monstrous Centipede, Huge (Huge Vermin)

BV 42 HD 8d8+19 CHP 29 XHP 55 CP 12

STR	DEX	CON
26	10	20
INT	WIS	CHA
—	10	2

Structure Snake/Worm-like (possesses a head and a number of legs determined by the GM (see above))

Initiative +1

Defense 16 (–2 Size, +8 Natural)

Touch 8 | Flat-footed 16

BAB +6

Grapple +22

Attack(s)

Bite (Melee)

- 3 CP +12 Light attack, 2d6+5 piercing damage, poison
- 4 CP +12 Standard attack, 2d6+8 piercing damage, poison
- 6 CP +12 Heavy attack, 3d6+8 piercing damage, poison
- 11 CP +12 Full attack, 4d6+12 piercing damage, poison

Reach 10'

Fighting Space 15' by 15' (coiled), 5' by 40' (unfurled)

Special Qualities

Damage Reduction (12/Bludgeoning, Piercing, Slashing, 8/Ballistic, 4/Ballistic Piercing), Darkvision 60', Poison [TN19], Vermin, Climb (1 CP per 10ft)

Saves Fort +11 | Ref +2 | Will +2

Skills

- Athletics +8 (+16 for checks to climb)
- Perception +2 (+6 for sight-based checks)

Feats None

Organization

Solitary or cluster (2d2+1)

Treasure

1d2 antennae, 1d2 mandibles

Advancement

9-16 HD (Huge)

Mon. Centipede, Garg. (Gargantuan Vermin)

BV 52 HD 14d8+53 CHP 51 XHP 72 CP 12

STR	DEX	CON
44	10	28
INT	WIS	CHA
—	10	2

Structure Snake/Worm-like (possesses a head and a number of legs determined by the GM (see above))

Initiative +0

Defense 20 (–4 Size, +14 Natural)

Touch 6 | Flat-footed 20

BAB +10

Grapple +39

Attack(s)

Bite (Melee)

- 4 CP +23 Light attack, 2d8+14 piercing damage, poison
- 5 CP +23 Standard attack, 2d8+17 piercing damage, poison
- 7 CP +23 Heavy attack, 3d8+17 piercing damage, poison

12 CP +23 Full attack, 4d8+21 piercing damage, poison

Reach 15'

Fighting Space 20' by 20' (coiled), 5' by 60' (unfurled)

Special Qualities

Damage Reduction (18/Bludgeoning, Piercing, Slashing, 14/Ballistic, 7/Ba. Piercing), Darkvision 60', Poison [TN26], Vermin, Climb (1 CP per 10ft)

Saves Fort +18 | Ref +4 | Will +4

Skills

- Athletics +17 (+25 for checks to climb)
- Perception +2 (+6 for sight-based checks)

Feats None

Organization

Solitary or cluster (2d2+1)

Treasure

1d2 antennae, 1d2 mandibles

Advancement

15-24 HD (Gargantuan)

Advancement None

Monstrous Scorpion, Med. (Medium Vermin)

BV 14 HD 2d8+1 CHP 9 XHP 14 CP 14

STR	DEX	CON
12	10	12
INT	WIS	CHA
—	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax, 2 claws, 8 legs, and a tail with stinger)

Initiative +0

Defense 11 (+1 Natural)

Touch 10 | Flat-footed 11

BAB +1

Grapple +2

Attack(s)

Claws (Melee)

2 CP +2 Light attack, 1d4–2 bludgeoning and slashing damage (no effect against armor)

3 CP +2 Standard attack, 1d4+1 bludgeoning and slashing damage

5 CP +2 Heavy attack, 2d4+1 bludgeoning and slashing damage

10 CP +2 Full attack, 3d4+5 bludgeoning and slashing damage

Sting (Melee)

2 CP +2 Light attack, 1 piercing damage, poison (non-lethal) (no effect against armor)

3 CP +2 Standard attack, 1d4 piercing damage, poison

5 CP +2 Heavy attack, 2d4 piercing damage, poison

10 CP +2 Full attack, 3d4+4 piercing damage, poison

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Constrict 1d4+1, Damage Reduction (2/Piercing, Slashing, 1/Bludgeoning),

Improved Grab, Low-Light Vision, Poison [TN14], Vermin

Saves Fort +3 | Ref +0 | Will +0

Skills

Athletics +4

Perception +2 (+6 for sight-based checks)

Stealth +0 (+4 to avoid being seen in proper environments)

Feats None

Organization

Solitary, colony (1d3+2), or swarm (1d6+5)

Treasure

1d2 claws, 1d8 legs, 1d2 poison glands

Advancement

3–5 HD (Medium)

Monstrous Scorpion, Large (Large Vermin)

BV 26 HD 6d8+7 CHP 20 XHP 41 CP 13

STR	DEX	CON
18	10	16
INT	WIS	CHA
—	10	3

Structure Arthropod/Arachnid (possesses an abdomen/thorax, 2 claws, 8 legs, and a tail with stinger)

Initiative +0

Defense 13 (–1 Size, +4 Natural)

Touch 9 | Flat-footed 13

BAB +4

Grapple +12

Attack(s)

Claws (Melee)

3 CP +7 Light attack, 1d6+1 bludgeoning and slashing damage

4 CP +7 Standard attack, 1d6+4 bludgeoning and slashing damage

6 CP +7 Heavy attack, 2d6+4 bludgeoning and slashing damage

11 CP +7 Full attack, 3d6+8 bludgeoning and slashing damage

Sting (Melee)

3 CP +7 Light attack, 1d6–1 piercing damage, poison

4 CP +7 Standard attack, 1d6+2 piercing damage, poison

6 CP +7 Heavy attack, 2d6+2 piercing damage, poison

11 CP +7 Full attack, 3d6+6 piercing damage, poison

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Constrict 1d6+4, Damage Reduction (6/Piercing, Slashing, 4/Ballistic, Bludgeoning), Improved Grab, Low-Light Vision, Poison [TN16], Vermin

Saves Fort +8 | Ref +2 | Will +2

Skills

Athletics +8

Perception +4 (+8 for sight-based checks)

Stealth –4 (+0 to avoid being seen in proper environments)

Feats None

Organization

Solitary, colony (1d4+1), or swarm (1d3+3)

Treasure

1d2 claws, 1d8 legs, 1d2 poison glands

Advancement

7–11 HD (Large)

Monstrous Scorpion, Huge (Huge Vermin)

BV 46 HD 12d8+28 CHP 33 XHP 66 CP 13

STR	DEX	CON
30	10	22
INT	WIS	CHA
—	10	3

Structure Arthropod/Arachnid (possesses an abdomen/thorax, 2 claws, 8 legs, and a tail with stinger)

Initiative +0

Defense 16 (–2 Size, +8 Natural)

Touch 8 | Flat-footed 16

BAB +9

Grapple +27

Attack(s)

Claws (Melee)

4 CP +17 Light attack, 1d8+7 bludgeoning and slashing damage

5 CP +17 Standard attack, 1d8+10 bludgeoning and slashing damage

7 CP +17 Heavy attack, 2d8+10 bludgeoning and slashing damage

12 CP +17 Full attack, 3d8+14 bludgeoning and slashing damage

Sting (Melee)

3 CP +17 Light attack, 2d4+2 piercing damage, poison

4 CP +17 Standard attack, 2d4+5 piercing damage, poison

6 CP +17 Heavy attack, 3d4+5 piercing damage, poison

11 CP +17 Full attack, 4d4+9 piercing damage, poison

Reach 10'

Fighting Space 15' by 15'

Special Qualities

Constrict 1d8+10, Damage Reduction (10/Piercing, Slashing, 8/Ballistic, Bludgeoning, 4/Ba. Piercing), Improved Grab, Low-Light Vision, Poison [TN26], Vermin

Saves Fort +14 | Ref +4 | Will +4

Skills

Athletics +16

Perception +4 (+8 for sight-based checks)

Stealth –8 (–4 to avoid being seen in proper environments)

Feats None

Organization

Solitary or colony (1d4+1)

Treasure

1d2 claws, 1d8 legs, 1d2 poison glands

Advancement

13-18 HD (Huge)

Nymph

Through the underbrush, you see an impossibly beautiful female humanoid—without a stitch on—rising head first out of a small pond of water. Her skin is almost alabastrine in tone, and her ears taper to a point like that of the elves. Many have sought to find the beauty of legends—the A E S T H E T I C S—only to return with no proof nor glory to show for it.

Species Traits

Amazing Beauty A nymph is so amazingly beautiful and pleasing to look at that its mere presence is downright distracting. All sapient creatures of within 40 feet of a nymph must make a Will Saving Throw (TN 10 + ½ the nymph's HD + its Charisma modifier) or suffer a –2 penalty on attack rolls, ability checks, skill checks, and Saving Throws. If a character fails the Will Saving Throw, the effect continues, but a creature may attempt another Will Saving Throw at the beginning of its turn until it is successful. A creature can only be affected by this ability once per day and its effects do not stack with the use of this ability by other nymphs, nor can a creature be affected by this ability more than once per day even by other nymphs. This ability is only effective against creatures with an Intelligence score of 3 or higher, and is only effective against creatures that the GM deems appropriate. A nymph is immune to the use of this ability by itself and other nymphs. A nymph may suppress or resume this ability as it desires at no cost of Combat Points.

Animal Familiarity Nymphs have a familiarity with certain wild creatures. This ability causes wild, non-domesticated mammals and birds of the Animal creature type to never engage in hostile actions against a nymph, unless the nymph attacks or otherwise tries to physically harm the creature(s). This ability is only effective against the aforementioned type of creatures and does not affect domesticated animals, nor does it allow nymphs to command creatures.

Automatic Language Nymphs speak and have a sign form (but do not have a written form) of a yet to be deciphered language.

Bright Dazzle A nymph can conjure a powerful ball of light that can temporarily blind opponents while the nymph attempts to escape. Once every 2d4+1 rounds, for 7 Combat Points, a nymph may unleash this burst of light against its opponents. All creatures within 20 feet of the nymph must make a Will Saving Throw (TN 10 + ½ the nymph's HD + its Charisma modifier) or be Dazed for 1d3+1 rounds. A creature that fails its Will Saving Throw by 3 or more is instead Blinded for 1d4 rounds. Creatures that are blind or otherwise do not have the ability to see are immune to the effects of this ability. For this ability to affect a creature, it must have a facing toward the direction of the nymph using the ability. Any creature that has light blindness or other similar weaknesses to bright light incurs a –4 penalty to their Saving Throw. If failed, that creature is immediately blinded for 1d8 rounds. Adequate eye protection (such as sunglasses) provides its listed bonus to the Will Saving Throw, and if a creature spends 2 Combat Points to avert their eyes they gain a +3 bonus to their Will Saving Throw. A nymph is immune to its own Bright Dazzle and to the Bright Dazzle of other nymphs.

Low-Light Vision Nymphs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonuses Nymphs receive a +4 bonus on Athletics checks while in a sufficiently sized body of water and cannot drown.

Nymph (Medium Fey)

BV 5 HD 3d6+3 CHP 7 XHP 16 CP 17

STR	DEX	CON
7	20	12
INT	WIS	CHA
12	17	20

Structure Biped (Humanoid)

Initiative +5

Defense 15 (+5 DEX, +3 Misc [against one designated opponent])

Touch 15 | Flat-footed 10

BAB +1

Grapple -1

Attack(s)

Slam (Melee)

2 CP -1 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

3 CP -1 Standard attack, 1 bludgeoning damage (non-lethal)

5 CP -1 Heavy attack, 2d3-2 bludgeoning damage (non-lethal)

10 CP -1 Full attack, 3d3+2 bludgeoning damage (non-lethal)

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Amazing Beauty [TN16], Animal Familiarity, Bright Dazzle [TN16], Low-Light Vision

Saves Fort +2 | Ref +6 | Will +6

Skills

Acrobatics +12

Animal Handling +16

Athletics -1 (+3 for swimming based checks)

Knowledge (Survival) +3

Linguistics (one of the GM's choice) +1

Perception +10

Speechcraft +12

Stealth +12

Feats

Exotic Melee Weapons Proficiency (two weapons of the GM's choice) (Grants proficiency with the chosen weapons.)

Dodge (During the creature's action, the creature can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The creature can select a new 3 opponents on their turn.)

Skill Focus (Animal Handling)

Organization

Solitary, pair, or circle (4d2)

Treasure

Determined by GM

Advancement

By Character Level

Ostrich

These long-necked and tall flightless birds are known for both their fluffy feathers and their speed, which has actually given rise to these creatures being trained for their own class of racing. Despite popular folklore, these birds do not actually poke their heads into the ground as a means of hiding from danger; they would rather run away, or as a last resort, fight their attacker.

Species Traits

A light load for a ostrich is up to 56 pounds; a medium load, 57-112 pounds; and a heavy load, 102-168 or more pounds. An ostrich can push, pull, or drag up to 560 pounds. A ostrich cannot carry a rider unless it is Riding trained as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). An ostrich can fight (using its kick attack only) while carrying a rider but the rider cannot also attack in the same round unless he or she succeeds on a [TN15] Ride check. Ostriches also require a special saddle for riding if trained as a mount (the details of this saddle are decided upon by the GM).

Low-Light Vision Ostriches can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Skill Bonus Ostriches receive a +6 species bonus on Acrobatics checks to jump.

Ostrich (Medium Animal)
BV 7 HD 3d8+6 CHP 13 XHP 19 CP 13

STR	DEX	CON
14	14	14
INT	WIS	CHA
2	12	9

Structure Biped (Avian)
Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +2
Grapple +4

Attack(s)

Kick (Melee)
2 CP +4 Light attack, 1d4-1 bludgeoning damage plus 1d4 slashing damage
3 CP +4 Standard attack, 1d4+2 bludgeoning damage plus 1d4+1 slashing damage
5 CP +4 Heavy attack, 2d4+2 bludgeoning damage plus 1d4+1 slashing damage
10 CP +4 Full attack, 3d4+6 bludgeoning damage plus 1d4+3 slashing damage
Peck (Melee)

3 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
4 CP +0 Standard attack, 1d2 piercing damage (non-lethal) (no effect against armor)

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Low-Light Vision, Run (1 CP per 20ft)
Saves Fort +5 | Ref +5 | Will +2
Skills
Acrobatics +2 (+8 for jumping)
Athletics +2
Perception +6
Feats None
Organization
Solitary, pair, or flock (1d8+10)
Treasure
2d10 feathers, 1d2 talons
Advancement
4-6 HD (Medium)

Pig Moles

These leathery and mostly hairless creatures spend their days burrowing through the darkness of caves and caverns, ever in search of the roots and mushrooms that they eat. Their mean-looking incisors and claws (with the adults) are usually only used as a last resort in self-defense if running away into the darkness fails.

Species Traits

For the purposes of Called Shot attacks, an adult pig mole's head and other extremities do not count as being protected by its natural armor.

Keen Sight Pig moles have Darkvision with a range of 60 feet and Low-Light Vision.

Scent This ability allows a pig moles to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Pig Mole, Juvenile (Tiny Animal)
BV ¼ HD ½ d8 CHP 2 XHP 2 CP 10

STR	DEX	CON
3	13	8
INT	WIS	CHA
2	12	4

Structure Quadruped
Initiative +1
Defense 13 (+1 DEX, +2 Size)
Touch 13 | Flat-footed 12
BAB +0
Grapple -7

Attack(s)

Bite (Melee)
2 CP -2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP -2 Standard attack, 1 piercing damage (no effect against armor)
5 CP -2 Heavy attack, 2d3-4 piercing damage (no effect against armor)
10 CP -2 Heavy attack, 1d3+1 piercing damage

Reach 0'
Fighting Space 2½' by 2½'
Special Qualities
Keen Sight, Scent
Saves Fort +1 | Ref +3 | Will +1
Skills
Acrobatics +2
Perception +4 (+12 for scent-based checks)
Feats
None
Organization
Pair or pack (1d3 adult pig moles plus 3d2 juvenile pig moles)
Treasure
1d2 incisor teeth
Advancement
1 HD (Tiny)
2 HD (Small)

Pig Mole, Adult (Medium Animal)

BV 5 HD 3d8 CHP 9 XHP 13 CP 12

STR	DEX	CON
11	9	10
INT	WIS	CHA
2	14	4

Structure Quadruped

Initiative -1

Defense 10 (-1 DEX, +1 Natural)

Touch 9 | Flat-footed 10

BAB +2

Grapple +2

Attack(s)

Bite (Melee)

2 CP +2 Light attack, 1d6-3 piercing damage

3 CP +2 Standard attack, 1d6 piercing damage

5 CP +2 Heavy attack, 2d6 piercing damage

10 CP +2 Full attack, 3d6+4 piercing damage

Claws (Melee)

2 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)

3 CP +2 Standard attack, 1d4 slashing damage

5 CP +2 Heavy attack, 2d4 slashing damage

10 CP +2 Full attack, 3d4+4 slashing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Keen Sight, Scent

Saves Fort +3 | Ref +2 | Will +3

Skills

Acrobatics +1

Athletics +2

Perception +4 (+12 for scent-based checks)

Feats

None

Organization

Solitary, pair, or pack (1d3 adult pig moles plus 3d2 juvenile pig moles)

Treasure

1d4 incisor teeth

Advancement

4 HD (Medium)

Razorback (Dire Boar)

Domesticated and bred from the largest of wild boars, these easily provoked swine have been pressed into service as fearsome and effective animals for heavy cavalry. Unfortunately, some of these creatures have escaped from captivity and gone feral; mating in the wild and maintaining their greater size and beastly aggression that came with their conditioning as war mounts.

Species Traits

For the purposes of Called Shot attacks, a razorback's head and other extremities do not count as being protected by its natural armor. A light load for a razorback is up to 234 pounds; a medium load, 235-467 pounds; and a heavy load, 468 or more pounds. A razorback can push, pull, or drag up to 2,340 pounds. A razorback can be trained to carry a rider, push or pull medium or heavy loads, and carry a rider into combat, but must be Work, Riding, or Combat Trained respectively as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details), but domesticated razorbacks tend to already be trained for such. A razorback cannot fight while carrying a rider unless it has Combat Training as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). A razorback can attack while carrying a rider, but the rider cannot also attack in the same round unless he or she succeeds on a [TN14] Ride check.

Charge If a razorback moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts piercing damage equivalent to a Full gore attack, using its attack bonus for its gore attack against a single creature along its path in a straight line. The razorback gains a +1 bonus both to its attack roll and to the attack's damage for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus.

If the attack roll is successful, the razorback may roll the damage, otherwise it misses and moves an additional 20 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the razorback hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the razorback's attack roll] - its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters (¾) (rounded down) the amount of damage it would have otherwise suffered and moves 5 feet out of the charging razorback's path in a direction of the targeted creature's choosing. Moving out of the charge attack's path does not provoke an Attack of Opportunity. If the creature is successfully hit by the razorback's charge, it must make a Fortitude Saving Throw (TN 10 + ½ the razorback's Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the razorback is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the razorback it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the razorback successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the razorback is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the razorback ended its turn while moving in a straight line for at least 20 feet.

Ferocity A razorback is so fiercely aggressive in combat that it continues fighting even when disabled or dying.

Trample A razorback can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the razorback, and creatures can

attempt a Reflex Saving Throw (TN 10 + ½ the razorback’s Hit Dice + its Strength modifier) to completely avoid the damage and move to a space of their choice outside of the razorback’s trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the razorback’s trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. Moving out of the trample attack’s path does not provoke an Attack of Opportunity. This ability can be used or suppressed at will.

Scent This ability allows a razorback to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Bonus Feat A razorback gains the bonus feat Toughness.

STR

DEX

CON

22

10

17

INT

WIS

CHA

2

13

9

Structure

Quadruped

Initiative

+0

Defense

13 (–1 Size, +4 Natural)

Touch

9 | Flat-footed 13

BAB

+4

Grapple

+14

Attack(s)

Bite (Melee)

3 CP +6 Light attack, 1d4 piercing damage

4 CP +6 Standard attack, 1d4+3 piercing damage

6 CP +6 Heavy attack, 2d4+3 piercing damage

11 CP +6 Full attack, 3d4+7 piercing damage

Gore (Melee)

3 CP +11 Light attack, 1d8+3 piercing damage

4 CP +11 Standard attack, 1d8+6 piercing damage

Razorback (Large Animal)

BV 29 HD 6d8+22 CHP 22 XHP 49 CP 12

6 CP +11 Heavy attack, 2d8+6 piercing damage

11 CP +11 Full attack, 3d8+10 piercing damage

Reach

5'

Fighting Space

10' by 10'

Special Qualities

Charge 3d8+(up to 12) [TN23 Fort], Ferocity, Scent, Trample 2d6+9 [TN19], Run (1 CP per 15ft)

Saves

Fort +8 | Ref +5 | Will +3

Skills

Athletics +6

Perception +4 (+12 for scent-based checks)

Feats

Toughness (Creature gains +4 XHP and +2 CHP)

Treasure

1d2 tusks

Organization

Solitary, pair, or group (3d2)

Advancement

7-12 HD (Large)

Remnant

These former sojourners, lost to the mortal coil in freezing realms, once more roam it in thoughtless lethargy. Their walking corpses–minds now gone–are damned to seek only the warmth of something, anything, perhaps as an echo of some futile instinct of the final moments that dominated their thoughts.

Species Traits

For the purposes of Called Shot attacks, a remnant’s head and other extremities do not count as being protected by its natural armor. Remnants are only capable of functioning in Cold, Very Cold, or Extremely Cold temperature ranges. If a remnant is exposed to a temperature range above Cold for two or more minutes (20 rounds), it becomes dormant, its cold aura ceases to function, and the remnant can take no actions until it is exposed to temperature ranges below Mild for at least ten minutes (100 rounds). While in the dormant state, it is still vulnerable to attack and damage.

Cold Aura A remnant projects an aura of cold around itself in a 10-foot radius that inflicts 2d3 cold damage to all creatures and objects. Creatures within this area may attempt a Fortitude Saving Throw [TN22] for half damage. This ability continues to inflict damage at the beginning of its turn for as long as a creature or object is within the affected area. A remnant is immune to the cold aura of another remnant.

Cold Resistance 30 A remnant ignores the first 30 points of cold damage from any cold-based attack or effect.

Damage Reduction 4/Bludgeoning A remnant ignores the first 4 points of damage dealt by any bludgeoning weapon.

Darkvision Remnants can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and remnants can function with no light at all.

Fire Vulnerability A remnant takes double damage from fire-based attacks or effects unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it.

Improved Grab To use this ability, the remnant must hit an opponent with either its bite or slam attack. It can then attempt to start a grapple without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its warmth stealing special ability.

Sneak Attack At the beginning of a combat encounter, if a remnant is buried or hiding in snow, and is aware of its enemies but they are not aware of its presence, it gains a one time increase of +4 to its Initiative bonus in the surprise round. After the end of the surprise round, a remnant must

re-roll its Initiative and use the result for the rest of the combat encounter. Once the combat encounter has ended (assuming that the remnant in question survived), the remnant may gain the bonus again if the initial conditions for the activation of this ability are met.

Undead Remnants have the traits and immunities common to undead.

Warmth Stealing Despite being almost utterly lethargic and mindless, a remnant is driven by a seemingly insatiable attraction to heat and warmth—whether it be cozy campfire or the body heat of a living being. A remnant deals 2d4 cold damage with a successful grapple check against a creature of any size category. The remnant continues to inflict 2d4 cold damage at the beginning of its turn for as long as the grapple is maintained.

Skill Bonus Remnants receive a +4 bonus on grapple checks (included in profile) and a +10 bonus on Stealth checks to remain unnoticed when buried or hiding in snow.

Remnant (Medium Undead)			
BV12 HD 2d12+4 CHP10 XHP17 CP10			
STR 13 DEX 6 CON — INT — WIS 10 CHA 1	3 CP +2 Standard attack, 1d4+1 bludgeoning damage 5 CP +2 Heavy attack, 2d4+1 bludgeoning damage 10 CP +2 Full attack, 3d4+5 bludgeoning damage		
Structure Biped (Humanoid) Initiative -2 Defense 11 (-2 DEX, +2 Natural) Touch 8 Flat-footed 10 BAB +1 Grapple +6			
<u>Attack(s)</u>			
Bite (Melee) 2 CP +2 Light attack, 1 piercing damage (non-lethal) (no effect against armor) 3 CP +2 Standard attack, 1d3+1 piercing damage (no effect against armor) 5 CP +2 Heavy attack, 2d3+1 piercing damage 10 CP +2 Full attack, 3d3+5 piercing damage Slam (Melee) 2 CP +2 Light attack, 1d4-2 bludgeoning damage (non-lethal)			
Reach 5' Fighting Space 5' by 5' Special Qualities Cold Aura 2d3 [TN22], Cold Resistance 30, Damage Reduction (4/Bludgeoning), Darkvision 60', Fire Vulnerability, Improved Grab, Sneak Attack, Undead, Warmth Stealing 2d4 Saves Fort+0 Ref-2 Will+3 Skills Stealth -2 (+8 when buried or hiding in snow) Feats Toughness Organization Solitary or group (1d10+2) Treasure 1d4 Remnant wraps Advancement None			

Rhinoceroses

Big and powerful (and long ago, woolly), they have a horn valued by mystical medicine men and poachers alike. They charge and destroy with no mercy when threatened.

Species Traits

For the purposes of Called Shot attacks, a rhinoceros' head and other extremities count as being protected by its natural armor. For the purposes of damage, a woolly rhinoceros adds 1.5x its STR modifier to its slam attack.

Charge If a rhinoceros moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts piercing damage equivalent to a Full gore attack, using its attack bonus for its gore attack against a single creature along its path in a straight line. The rhinoceros gains a +1 bonus both to its attack roll and to the attack's damage for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus.

If the attack roll is successful, the rhinoceros may roll the damage, otherwise it misses and moves an additional 20 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the rhinoceros hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the rhinoceros' attack roll] - its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters (¾) (rounded down) the amount of damage it would have otherwise suffered and moves 5 feet out of the charging rhinoceros's path in a direction of the targeted creature's choosing. Moving out of the charge attack's path does not provoke an Attack of Opportunity. If the creature is successfully hit by the rhinoceros' charge, it must make a Fortitude Saving Throw (TN 10 + ½ the rhinoceros' Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the rhinoceros is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the rhinoceros it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the rhinoceros successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the rhinoceros is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the rhinoceros ended its turn while moving in a straight line for at least 20 feet.

Damage Reduction 3/Piercing, Slashing A rhinoceros ignores the first 3 points of damage dealt by any piercing or slashing weapon.

Scent This ability allows a rhinoceros to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample A rhinoceros can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the rhinoceros, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the rhinoceros’ Hit Dice + the rhinoceros’ Strength modifier) to completely avoid the damage and move to a space of their choice outside of the rhinoceros’ trample. Moving out of the trample attack’s path does not provoke an Attack of Opportunity. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the rhinoceros’ trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Rhinoceros (Large Animal)

BV32 HD7d8+28 CHP25 XHP59 CP14

STR	DEX	CON
29	10	19
INT	WIS	CHA
2	12	5

Structure Quadruped
Initiative +0
Defense 14 (–1 Size, +5 Natural)
Touch 9 | Flat-footed 14
BAB +5
Grapple +18

Attack(s)

Gore (Melee)
3 CP +13 Light attack, 2d6+6 piercing damage
4 CP +13 Standard attack, 2d6+9 piercing damage
6 CP +13 Heavy attack, 3d6+9 piercing damage
11 CP +13 Full attack, 4d6+13 piercing damage
Slam (Melee)
3 CP +8 Light attack, 1d6+6 bludgeoning damage

4 CP +8 Standard attack, 1d6+9 bludgeoning damage
6 CP +8 Heavy attack, 2d6+9 bludgeoning damage
11 CP +8 Full attack, 3d6+13 bludgeoning damage

Reach 5’
Fighting Space 10’ by 10’
Special Qualities
Charge 4d6+(up to 18) [TN26 Fort], Damage Reduction (3/Piercing, Slashing), Scent, Trample 2d6+12 [TN22], Run (1 CP per 10ft)
Saves Fort +9 | Ref +5 | Will +3
Skills
Athletics +8
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary, pair, or herd (2d8+4)
Treasure
1 horn
Advancement
9-12 HD (Large)

Rhinoceros, Woolly (Large Animal)

BV35 HD9d8+45 CHP32 XHP85 CP14

STR	DEX	CON
30	10	21
INT	WIS	CHA
2	12	5

Structure Quadruped
Initiative +0
Defense 15 (–1 Size, +6 Natural)
Touch 9 | Flat-footed 15
BAB +6
Grapple +20

Attack(s)

Gore (Melee)
3 CP +15 Light attack, 2d6+7 piercing damage
4 CP +15 Standard attack, 2d6+10 piercing damage
6 CP +15 Heavy attack, 3d6+10 piercing damage
11 CP +15 Full attack, 4d6+14 piercing damage
Slam (Melee)
3 CP +10 Light attack, 1d6+12 bludgeoning damage
4 CP +10 Standard attack, 1d6+15 bludgeoning damage

6 CP +10 Heavy attack, 2d6+15 bludgeoning damage
11 CP +10 Full attack, 3d6+13 bludgeoning damage

Reach 5’
Fighting Space 10’ by 10’
Special Qualities
Charge 4d6+(up to 19) [TN28 Fort], Damage Reduction (3/Piercing, Slashing), Scent, Trample 2d6+13 [TN25], Run (1 CP per 10ft)
Saves Fort +11 | Ref +6 | Will +4
Skills
Athletics +8
Perception +8 (+16 for scent-based checks)
Feats None
Organization
Solitary, pair, or herd (3d4)
Treasure
1 horn
Advancement
10-12 HD (Large)
13-14 HD (Huge)

Robotic Combat Drones

Species Traits
The GM may determine by what means robotic combat drones determine friend from foe in the event that such information becomes necessary. (This is best decided before the start of play.) Damages to a combat drone’s extremities are repairable as per the rules detailed below, with one of the drone’s extremities (of the repairer’s choice) being repaired when at least one-quarter (¼) of total Core Hit Points are, or would be, restored.

Automatic Language A robotic combat drone cannot speak (except for a CM-99R) or write (except for a CM-99R), but can read and understand instructions communicated to it by an authorized individual, in any one language of the GM's choice. Up to four additional languages can be uploaded into a robotic combat drone's information storage medium at 3 WP for a language.

Construct Robotic combat drones have the traits and immunities common to constructs.

Electrical Vulnerability Robotic combat drones take double damage from electricity-based attacks or effects that ignores any Damage Reduction or Hardness unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it. An exception to this rule are stun guns, tasers, taser grenades, and shockwave tasers; they do not have any effect against robotic combat drones because they cannot effectively pierce the robot's armor. Electric ammunition can be defeated by a combat drone's Damage Reduction or Hardness, treating it as if it was normal ballistic damage, but if the damage exceeds the combat drone's Damage Reduction or Hardness it completely ignores these reductions and inflicts full electricity damage as normal. If hit by an EMP grenade it must immediately make a Fortitude Saving Throw [TN20] or be disabled. A robotic combat drone that has been disabled by an EMP effect can be repaired and made functional again with a Craft check (Craft (Electronic) [TN30], Advanced).

Programmable A robotic combat drone can have Feats and Skills programmed into it by a person with technological prowess. With a successful Technology Use skill check [TN15], a single feat may be programmed into the drone's system if it meets the prerequisite requirement for the feat. New feats may be programmed at a TN of +5 to the previous programming TN. Skill ranks may be programmed up to a maximum of 10 ranks (not counting the robot's ability score modifiers) at a TN of +2 per previously programmed rank.

Remote Operation A robotic combat drone has artificial intelligence that lets it operate semi-autonomously within its prescribed limits, but it is also capable of being remotely operated by a person or operator. To hack into the drone's systems via wireless means, a Technology Use check [TN15] must be made to actually find the correct signal. If the check fails, the individual responsible is unable to connect and may try again upon their next turn. If hacking directly via physical ports in the drone itself, no check is required to locate the signal. Either way, if successful, another Technology Use check [TN30] must be made to actually defeat the security measures in place and access the systems. If this second check is successful, the combat drone's programming can be manipulated or otherwise altered as per the Technology Use rules for both degrading programming and/or remote operation device that counts as having Secure Security (adding a +5 to the TN of the applicable actions). If the hacking attempt is unsuccessful, the drone disconnects from its remote operation link, shuts down any wireless connections or access points, and goes into its self-autonomous state (if possible) for 1d10 rounds as a security measure while it attempts to re-establish the proper link to its proper operator. If the drone is already operating in its semi-autonomous state, it instead shuts itself down for 1d10 rounds while it reboots for security purposes. A robotic combat drone cannot be hacked while in this state. In this instance it is incapable of taking any actions and is considered Flat-Footed until it reactivates. A robotic combat drone that is being remotely operated can use the Base Attack Bonus of the unit itself, or half of the of the current operator's BAB, rounded down, whichever the GM deems appropriate. As to by what means or interface is required to remotely operate a robotic combat drone is decided by the GM.

Repairable Robotic combat drones cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN30] and Craft (Structural) check [TN30] heals 1d10 points of damage, with Core Hit Points being restored. Each check represents 1 hour of work. Unless otherwise noted, a robotic combat drone cannot repair itself or other robotic combat drones.

Skimmer Unit A robotic combat drone can be equipped with special equipment that allows it to both hover in place and skim along the ground at high speed. This skimmer unit is mounted onto the back of a combat drone like a backpack (with cylindrical balancing pods) that contains the necessary thrusters and verniers for propulsion. When equipped with the skimmer unit, the combat drone gains the ability to fly with a maneuverability rating of Average but it cannot ever fly or hover more than 20 feet above the surface of the space that it is currently inhabits. While equipped with a skimmer unit, a combat drone may also begin to fly backward at a cost of 2 Combat Points, even though its Maneuverability rating would not normally allow it to do so. The skimmer unit also allows the combat drone to hover and skim across a body of water (or other fluids) so long as the body of water is no greater than 30 feet deep. The flight speed of a combat drone equipped with a skimmer unit is 30 feet per 1 Combat Point. The skimmer unit counts as a Large sized object with a Hardness of 14, 15 HP, and weighs 200 lbs. The unit itself can be targeted at no additional penalty while installed onto a combat drone, so long as the attacker is attacking the drone from behind it and has a reasonable line of sight to it. While installed the skimmer unit has a Defense score of 12 + the drone's DEX modifier. Unfortunately, due to its size, weight, and overall shape, skimmer units are only capable of being installed onto and used by combat drones of Humanoid Configuration, of Large size or above, with skimmer units for those respective size categories available. In the event that knowledge of fuel or propellant capacity becomes necessary, the unit has enough for 1 hour of continuous use and must be refueled as necessary after depletion or in-between sessions, whichever occurs first. A GM may also allow skimmer units for combat drones that are not of a Humanoid Configuration if desired.

CM-99R "Crusher"

A soft glimmer of light reflects off of the navy blue cerametal shell of this combat android. Its head and "face" have the visage of a skull, and the overall hulkish build of its frame leave little doubt of its strength and purpose.

For the purposes of Called Shot attacks, a CM-99R's head and other extremities count as being protected by its natural armor. In the event that such information ever becomes necessary, the license required to obtain a "Crusher" is Military & Police (M&P), although this license level may be reduced to Restricted or Licensed (GM's choice) if the Advanced Scanners, ELM Emitter, and Targeting Software are removed before purchase. Additionally, a "Crusher" costs roughly in the range of 750-1000 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drone's introduction) with the price being reduced by roughly 300 Wealth Points for the "civilian" model.

Advanced Scanners CM-99Rs can see in the dark up to 180 feet, capable of functioning with no light at all. In addition to this, CM-99Rs are capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +8 bonus on all Perception checks (included in profile).

Damage Reduction 11/Ballistic, Bludgeoning, Piercing, Slashing A CM-99R ignores the first 11 points of damage dealt by any ballistic, bludgeoning, piercing, or slashing weapon.

Damage Reduction 4/Ballistic Piercing, Plasma A CM-99R ignores the first 4 points of damage dealt by any ballistic piercing or plasma weapon.

ELM Emitter CM-99Rs are equipped with an Explosive Lased Media emitter mounted beneath its “chest” armor plating. Once every 6 rounds after the initial use, a CM-99R may fire its ELM emitter causing 5d8 Plasma damage with a blast radius of 15 feet. Any creature within the affected area can attempt a Reflex Saving Throw [TN18] for half damage. The ELM emitter costs 10 Combat Points to fire and has a single range increment of 70 feet. A CM-99R can fire its ELM concurrently without having waited the required 6 rounds but in doing so it incurs damage to itself equivalent to one-half (½) of the amount of damage rolled against a target (rounded down, ignores its Damage Reduction). This ability counts as a Large ELM that a CM-99R is considered proficient in using, and provokes an Attack of Opportunity when used. This ELM emitter is only compatible with and can be used with the CM-99 series of combat drones or other equivalent combat drones.

EMP Resistance A CM-99R gains a +5 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Fire Resistance 8 A CM-99R ignores the first 8 points of fire damage from any fire-based attack or effect.

Humanoid Configuration CM-99Rs are manufactured in a generalized humanoid configuration and shape, if noticeably bulkier and taller than most humanoids. Due to this, CM-99Rs are capable of using any and all weapons that a Small to Large sized humanoid creature could use, incurring all of the benefits and penalties for proficiency or the lack thereof, or any other benefits and penalties that may be applicable. (A CM-99R is ambidextrous and does not suffer any off-hand use penalties with any weapon.)

Targeting Software CM-99Rs are equipped with advanced software and equipment that assists with target acquisition and accuracy. CM-99Rs gain a +2 equipment bonus (included in its profile) to all ranged attacks.

STR

DEX

CON

24

12

—

INT

WIS

CHA

—

14

4

Structure Biped (Humanoid)

Initiative +1

Defense 15 (+1 DEX, +4 Natural)

Touch 11 | Flat-footed 14

BAB +4

Grapple +11

Slam (Melee)

3 CP +11 Light attack, 1d8+4 bludgeoning damage (non-lethal)

4 CP +11 Standard attack, 1d8+7 bludgeoning damage (non-lethal)

6 CP +11 Heavy attack, 2d8+7 bludgeoning damage (non-lethal)

11 CP +11 Heavy attack, 3d8+11 bludgeoning damage (non-lethal)

ELM Emitter (Ranged) (135kW) (Single)

70ft max (15ft blast radius)

10 CP +7 Single Shot attack, 5d8 plasma damage

Reach 5'

Fighting Space 5' by 5'

CM-99R “Crusher” (Medium Construct)

BV 36 HD 6d10+10 CHP 43 CP 17

Special Qualities

Advanced Scanners, Construct, Damage Reduction (11/Ballistic, Bludgeoning, Piercing, Slashing, 4/Ba. Piercing, Plasma), Electrical Vulnerability, ELM Emitter 5d8 [TN18], Electrical Vulnerability, EMP Resistance, Fire Resistance 8, Humanoid Configuration, Programmable, Remote Operation, Repairable, Targeting Software

Saves Fort+2 (+7 to resist EMP effects) | Ref+3 | Will+5

Skills

Acrobatics +4

Athletics +7

Perception +10

Feats

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Organization

Solitary or fire team (4)

Treasure None

Advancement None

DU-12G “Cyberdrone”

This imposing, man-shaped combat drone stands over seven feet tall and is painted a bland mix of beige and olive drab. Its armor paneling is sloped in various strategic locations around its form; the head itself looks more like the turret of a main battle tank but instead of having the long barrel of a cannon in front, it merely has a minor covered protrusion that presumably houses the main optical conduit.

For the purposes of Called Shot attacks, a DU-12G’s head and other extremities count as being protected by its natural armor. In the event that such information ever becomes necessary, the license required to obtain a “Cyberdrone” is Military & Police (M&P), although this license level may be reduced to Restricted or Licensed (GM’s choice) if the Advanced Scanners, Targeting Software, and any applicable weaponry are removed before purchase. DU-12Gs count as one size category larger for the purposes of their weight carrying capacity. Additionally, a “Cyberdrone” costs roughly in the range of 2000-2500 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drone’s introduction).

Advanced Scanners A DU-12G can see in the dark up to 240 feet, capable of functioning with no light at all. In addition to this, a DU-12G is capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +8 bonus on all Perception checks (included in profile).

Arm Cannon DU-12Gs are usually equipped with a dual purpose rotary gun and rocket launcher arm cannon chambered for 12.7x99mm/.50 BMG. The entire unit is mounted and fitted over one of the combat drone's arms (which arm is decided by the GM) almost like a sleeve. Despite the size of the unit, it only requires the use of one arm to use. While the arm cannon is mounted to that arm, the DU-12G cannot use that arm for any other purpose other than aiming and firing the weapon. The arm cannon can be targeted as per the rules for in the Core Rulebook for attacking a held object. The arm cannon unit has a Defense score of 9, Hardness 12, and HP 15. If the weapon loses all of its HP it is no longer usable and can be dropped by the DU-12G for all of its remaining Combat Points in the current round.

If the arm that the weapon is mounted to suffers a total amount of damage of 10 or greater (after applicable reduction of damage due to Hardness), the weapon is rendered unusable and that arm can no longer be used until it has been successfully repaired. The rotary gun feeds from an ammunition feed within the arm cannon that holds a maximum of 400 rounds of ammunition. The rocket launcher works the same way but from an external magazine, non-detachable magazine that holds a maximum of 4 rockets. The rotary gun and rocket launcher can only be reloaded with proper equipment. The details and nature of this equipment is determined by the GM. The ammunition used by the arm cannon's rotary gun is usually FMJ by default but it can accept any type of 12.7x99mm/.50 BMG ammunition. The rocket launcher can accept any type of rocket ammunition listed in the Core Rulebook. Due to the construction of the unit, the rotary gun and rocket launcher have no Error Range and the rotary gun is not affected by the Error Range that comes from using alternate forms of its ammunition.

This unit is a Gargantuan sized firearm that counts as a General Purpose Machine Gun and a Rocket Launcher that can only be used by the DU-12 series of combat drones and is subject to all of the normal Combat Point costs and rules regarding the use of a firearm. This unit weighs 100 pounds when unloaded, and has a maximum weight that depends upon how much and what kind of ammunition is loaded in it. This weapon cannot be used for rifle butt attacks. A DU-12G also incurs -10 penalty on its ranged attack rolls when using this weapon against an opponent adjacent itself. If equipped by a DU-12G, this weapon adds 30 BV to the its overall Battle Value.

A DU-12G is ambidextrous and does not suffer any off-hand use penalties with its arm cannon or other weapons, but is subject to primary hand ranged weapon penalties at half of the normal penalty (i.e. -6 becomes -3) for the purposes of attacking with two firearms at once.

Smartgun DU-12Gs are also sometimes equipped with a long gun chambered for a special 11.2x99mm caseless ammunition. The weapon requires both of the combat drone's arms to use properly. While the smartgun is held, the DU-12G cannot use its arms for any other purpose other than aiming, firing, and reloading the weapon. The smartgun can be targeted as per the rules for in the Core Rulebook for attacking a held object. The smartgun has a Defense score of 9, Hardness 12, and HP 12. If the weapon loses all of its HP it is no longer usable and can be dropped by the DU-12G at for no cost in Combat Points.

If the one of the arms that the weapon is held with suffers a total amount of damage of 10 or greater (after applicable reduction of damage due to Hardness), the weapon is rendered unusable and that arm can no longer be used until it has been successfully repaired. The smartgun feeds from a drum magazine that holds a maximum of 100 rounds of ammunition. The smartgun follows all of the standard rules for reloading a firearm with standard box magazines but the actual drum magazines themselves require special equipment to reload. The details and nature of this equipment is determined by the GM. The ammunition used by the smartgun is usually FMJ by default but it can accept any type of 11.2x99mm Caseless ammunition. A DU-12G can carry up to 4 of the drum magazines mounted by special hooks on its "hips" with the possibility for a Double Magazine Clip Upgrade available (see pg. 116 of the Core Rulebook for more details). Due to the construction of the unit, the smartgun has no Error Range and is not affected by the Error Range that comes from using alternate forms of its ammunition.

This unit is a Gargantuan sized firearm that counts as a General Purpose Machine Gun and can only be used by the DU-12 series of combat drones and is subject to all of the normal Combat Point costs and rules regarding the use of a firearm. This unit weighs 90 pounds when unloaded, and has a maximum weight that depends upon how much and what kind of ammunition is loaded in it. The 11.2x99mm Caseless ammunition used by the smartgun counts as Heavy Rifle Ammunition for the purposes of weight, but as Super Heavy Rifle Ammunition for all other purposes. A DU-12G also incurs -10 penalty on its ranged attack rolls when using this weapon against an opponent adjacent to itself. If equipped by a DU-12G, this weapon adds 24 BV to the its overall Battle Value.

A DU-12G is ambidextrous and does not suffer any off-hand use penalties with its smartgun or other weapons, but is subject to primary hand ranged weapon penalties at half of the normal penalty (i.e. -6 becomes -3) for the purposes of attacking with two firearms at once.

Hardness 25 A DU-12G ignores the first 25 points of damage dealt by most weapons. However, a DU-12G's Hardness only counts as 14 when successfully hit by an attack or effect that inflicts concussive or plasma damage. All other types of damage, except for electric, follow the standard rules for Hardness.

EMP Resistance A DU-12G gains a +6 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Humanoid Configuration DU-12Gs are manufactured in a generalized humanoid configuration and shape. Due to this, DU-12Gs are capable of using any and all weapons that a Large sized humanoid creature could use, incurring all of the benefits and penalties for proficiency or the lack thereof, or any other benefits and penalties that may be applicable.

Targeting Software DU-12Gs are equipped with advanced software and equipment that assists with target acquisition and accuracy. DU-12Gs gain a +2 equipment bonus (included in its profile) to all ranged attacks.

DU-12G “Cyberdrone” (Large Construct)

BV 42 HD 10d10+20 CHP 75 CP 15

STR	DEX	CON
44	10	—
INT	WIS	CHA
—	18	2

5 CP +8 Double Tap attack, 11d8+6 ballistic damage
5 CP +8 10R Autofire attack, 8d8+6 ballistic damage
4 CP +8 5R Burst attack, 12d8+6 ballistic damage
3 CP +8 10R Sprayfire attack, 12d8+6 ballistic damage
3 CP +8 15R Sweepfire attack, 8d8+6 ballistic damage, 40ft cone

Structure Biped (Humanoid)
Initiative +0
Defense 18 (–1 Size, +9 Natural)
Touch 9 | Flat-footed 18
BAB +7
Grapple +28

Attack(s)

Slam (Melee)
3 CP +21 Light attack, 2d6+14 bludgeoning damage
4 CP +21 Standard attack, 2d6+17 bludgeoning damage
6 CP +21 Heavy attack, 3d6+17 bludgeoning damage
11 CP +21 Full attack, 4d6+21 bludgeoning damage
***Rotary Arm Cannon (Ranged) (.50 BMG) (SL/Auto(M))**
250ft, 400r
8 CP +8 Single Shot attack, 10d8 ballistic damage
3 CP +2 Potshot attack, 10d8 ballistic damage
5 CP +8 Double Tap attack, 14d8 ballistic damage
5 CP +8 10R Autofire attack, 10d8 ballistic damage
4 CP +8 5R Burst attack, 15d8 ballistic damage
3 CP +8 10R Sprayfire attack, 14d8 ballistic damage
3 CP +8 15R Sweepfire attack, 10d8 ballistic damage, 40ft cone
***Rocket Launcher (Ranged) (Payload) (Single)**
300ft (blast radius based on payload), 4r
8 CP +8 Single Shot attack, damage based on payload
3 CP +2 Potshot attack, damage based on payload
***Smartgun (Ranged) (11.2x99mm Caseless) (SL/Auto(M))**
400ft, 100r
8 CP +8 Single Shot attack, 8d8+6 ballistic damage
3 CP +2 Potshot attack, 8d8+6 ballistic damage

Reach 10’
Fighting Space 10’ by 10’
Special Qualities
Advanced Scanners, Arm Cannon, Construct, Hardness 25/14, Electrical Vulnerability, EMP Resistance, Humanoid Configuration, Programmable, Remote Operation, Repairable, Smartgun, Targeting Software
Saves Fort +3 (+10 to resist EMP effects) | Ref +3 | Will +7
Skills
Perception +12
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
General Purpose Machine Gunner (Grants proficiency with GPMGs.)
Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)
Explosive Weapons Specialist (–1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)
Organization
Solitary or team (1d2+1)
Treasure
Ammunition loadout chosen as necessary by the GM
Advancement None

*If equipped.

Rottweiler

Despite the name, this beast of a combat drone has nothing in common with the breed of dog from whence its name is derived, save for the fearsome addition of a mouth with metal fangs implanted within its embellished skull-like head. Standing at just over thirteen feet tall, and weighing nearly four tons, this heavily armed and armored monstrosity (complete with beamcasters and angled armor) is usually only deployed when combat is expected to be at its worst, or when whomever is releasing it is very afraid of what dangers could confront them and wants a bodyguard that will provide them with the best possible protection.

For the purposes of Called Shot attacks, a Rottweiler’s head and other extremities count as being protected by its natural armor. In the event that such information ever becomes necessary, the license required to obtain a “Rottweiler” is Military & Police (M&P) and may not be reduced to Restricted or Licensed due to its nature of being a heavy combat drone even lacking weapons. Rottweilers count as one size category larger for the purposes of their weight carrying capacity. Additionally, a “Rottweiler” costs roughly in the range of 5000-6000 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drone’s introduction).

Advanced Scanners Rottweilers can see in the dark up to 240 feet, capable of functioning with no light at all. In addition to this, Rottweilers are capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +6 bonus on all Perception checks (included in profile).

Arm-Mounted Beamcasters A rottweiler has a single beamcaster concealed within both of its arms that counts as a Large sized lasarm, and each individual beamcaster follows all of the same rules for the use of lasarms, and costs the same amount of Combat Points for the use of its various fire modes. It automatically switches out coolant packs without requiring the use of its hands, but it still requires the same amount of Combat Points to reload its coolant packs (see pg. 60 of the Advanced Arms rulebook for more details). These beamcasters are housed within the combat drone’s arms and must be deployed to actually utilize. It costs 2 Combat Points to deploy one or both of the beamcasters at the same time, and no Combat Points to conceal one or both of them.

If one of a rottweiler’s arms suffers 12 or more points of damage (after applicable Damage Reductions), the beamcaster within that arm is disabled and cannot be used again until the rottweiler has at least 12 points of damage successfully repaired. These beamcasters are only compatible with and can be used with the rottweiler series. A rottweiler also incurs –8 penalty on its attack rolls when using this weapon against an opponent adjacent to itself.

A rottweiler is ambidextrous and does not suffer any off-hand use penalties with its lasarms or other weapons, but is subject to primary hand ranged weapon penalties at half of the normal penalty (i.e. -6 becomes -3) for the purposes of attacking with two firearms at once.

Hardness 36 A rottweiler ignores the first 36 points of damage dealt by most weapons. However, a rottweiler's Hardness only counts as 18 when successfully hit by an attack or effect that inflicts concussive or plasma damage. All other types of damage, except for electric, follow the standard rules for Hardness.

Detonate If a rottweiler's Core Hit Points are reduced to -20, it explodes in a 20-foot blast radius, centered on itself, of fire and shrapnel. The explosion deals 5d6 points of concussion, fire, and slashing damage to any creatures and objects caught in the blast area; a successful Reflex Saving Throw [TN24] halves the damage. Any creature caught in the blast must also make a Fortitude Saving Throw [TN28] or be knocked Prone. For the purposes of damage this ability uses the Explosives and Extremity damage rules from the Core Rulebook (see pg. 73-75 & 157 of the Core Rulebook for more details).

EMP Resistance A rottweiler gains a +6 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Humanoid Configuration Rottweilers are manufactured in a generalized humanoid configuration and shape. Due to this, rottweilers are capable of using any and all weapons that a Large or Huge sized humanoid creature could use, incurring all of the benefits and penalties for proficiency or the lack thereof, or any other benefits and penalties that may be applicable.

Targeting Software Rottweilers are equipped with advanced software and equipment that assists with target acquisition and accuracy. Rottweilers gain a +1 equipment bonus (included in its profile) to all ranged attacks.

Rottweiler (Large Construct)

BY100 HD14d10+20 CHP 97 CP 14

STR	DEX	CON
48	8	—
INT	WIS	CHA
—	14	2

4 CP +4 Potshot attack, 4d8+4 plasma damage
4 CP +10 5H Pulseshot attack, 6d8+12 plasma damage
4 CP (+5 CP per subsequent burn) +10 9H Focusshot attack, 4d8+4 plasma damage (roll damage for each individual burn)

Structure Biped (Humanoid)

Initiative -1

Defense 20 (-1 DEX, -1 Size, +12 Natural)

Touch 8 | Flat-footed 20

BAB +10

Grapple +33

Attack(s)

Bite (Melee)

3 CP +21 Light attack, 2d8+5 piercing damage
4 CP +21 Standard attack, 2d8+8 piercing damage
6 CP +21 Heavy attack, 3d8+8 piercing damage
11 CP +21 Full attack, 4d8+12 piercing damage

Slam (Melee)

3 CP +26 Light attack, 2d6+16 bludgeoning damage
4 CP +26 Standard attack, 2d6+19 bludgeoning damage
6 CP +26 Heavy attack, 3d6+19 bludgeoning damage
11 CP +26 Full attack, 4d6+23 bludgeoning damage

Arm-mounted beamcaster (Right) (Ranged) (120kW) (Single/Pulse/Focus) 70ft, 40h

7 CP +10 Single Shot attack, 4d8+4 plasma damage
4 CP +4 Potshot attack, 4d8+4 plasma damage
4 CP +10 5H Pulseshot attack, 6d8+12 plasma damage
4 CP (+5 CP per subsequent burn) +10 9H Focusshot attack, 4d8+4 plasma damage (roll damage for each individual burn)

Arm-mounted beamcaster (Left) (Ranged) (120kW) (Single/Pulse/Focus) 70ft, 40h

7 CP +10 Single Shot attack, 4d8+4 plasma damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Advanced Scanners, 2 Arm-Mounted Beamcasters, Construct, Hardness 36/18, Detonate 5d6 [TN28 Fort and TN24 Ref], Electrical Vulnerability, EMP Resistance, Humanoid Configuration, Programmable, Remote Operation, Repairable, Targeting Software

Saves Fort +4 (+10 to resist EMP effects) | Ref +3 | Will +6

Skills

Perception +10

Feats

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Advanced Plasmas Proficiency (Character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulsedshot, and focussshot attacks at a -3 penalty.)

Advanced Plasmas Mastery (Character can perform gridshot, bounceshot, pulsedshot, and focussshot attacks without penalty.)

Organization

Solitary or pair

Treasure

4 High Efficiency Coolant Packs
6 Standard Coolant Packs

Advancement None

Scorpotron

Possibly conceived in the fevered dreams of a mad weapons designer, these combat drones have an intimidating form that tends to be demoralizing to those that it has been sent to attack.

For the purposes of Called Shot attacks, a scorpotron's extremities count as being protected by its natural armor. In the event that such information ever becomes necessary, the license required to obtain a "Scorpotron" is Illegal (I) and may not be reduced to Restricted or Licensed due to its unusual nature of being a custom-built heavy combat drone even lacking weapons. Additionally, a "Scorpotron" costs roughly in the range of 4000-5500 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drone's introduction).

Advanced Scanners Scorpotrons can see in the dark up to 180 feet, capable of functioning with no light at all. In addition to this, scorpotrons are capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +10 bonus on all Perception checks (included in profile).

Constrict A scorpotron deals automatic claw damage on a successful grapple check against a target of the same size category or smaller than itself.

Built-in Plasma Rifle Scorpotrons are equipped with a built-in plasma rifle mounted in the tip of its “tail” that counts as a Large sized plasarm and follows all of the same rules for the use of plasarms, and costs the same amount of Combat Points for the use of its various fire modes. The plasma rifle automatically switches out coolant packs without requiring the use of hands, but it still requires the same amount of Combat Points to reload its coolant packs (see pg. 60 of the Advanced Arms rulebook for more details). If a scorpotron’s tail takes 10 or more points of damage (after applicable Damage Reductions), the plasma rifle within the tail is disabled and cannot be used again until the scorpotron has at least 10 points of damage successfully repaired. These plasma rifles are only compatible with and can be used with the scorpotron series. A scorpotron also incurs –8 penalty on its attack rolls when using this weapon against an opponent adjacent to itself.

EMP Resistance A scorpotron gains a +4 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Improved Grab To use this ability, a scorpotron must hit with its claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Hardness 20 A scorpotron ignores the first 20 points of damage dealt by most weapons. However, a scorpotron’s Hardness only counts as 10 when successfully hit by an attack or effect that inflicts concussive or plasma damage. All other types of damage, except for electric, follow the standard rules for Hardness.

Targeting Software Scorpotrons are equipped with advanced software and equipment that assists with target acquisition and accuracy. Scorpotrons gain a +1 equipment bonus (included in its profile) to all ranged attacks.

Scorpotron (Large Construct)

BV 42 HD 8d10+20 CHP 64 CP 14

STR	DEX	CON
30	12	—
INT	WIS	CHA
—	14	1

Structure Arthropod/Arachnid (possesses an abdomen/thorax, 2 claws, 8 legs, and a “tail” with plasarm)
Initiative +1
Defense 17 (+1 DEX, –1 Size, +6 Natural)
Touch 10 | Flat-footed 15
BAB +6
Grapple +20

Attack(s)

Claws (Melee)
3 CP +15 Light attack, 1d6+7 bludgeoning and slashing damage
4 CP +15 Standard attack, 1d6+10 bludgeoning and slashing damage
6 CP +15 Heavy attack, 2d6+10 bludgeoning and slashing damage
11 CP +15 Full attack, 3d6+13 bludgeoning and slashing damage
Built-in Plasma Rifle (Ranged) (90kW) (Semi/Charge)
140ft, 30h
7 CP +7 Single Shot attack, 4d8 plasma damage
4 CP +1 Potshot attack, 5d8 plasma damage

4 CP (+2 CP per additional charge level) +7 Chargethrow attack, 4d8 (+1 additional damage dice per charge level) plasma damage
6 CP +7 Double Tap attack, 7d8 plasma damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities

Advanced Scanners, Built-in Plasma Rifle, Constrict, Construct, Electrical Vulnerability, EMP Resistance, Hardness 20/10, Improved Grab, Programmable, Remote Operation, Repairable, Targeting Software
Saves Fort +1 (+5 to resist EMP effects) | Ref +2 | Will +3

Skills
Perception +12

Feats
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Projectile Specialization (Plasma) (When firing a weapon utilizing the chosen projectile, it grants an additional die of damage [accounted for above].)

Organization
Solitary or pair

Treasure
6 Standard Coolant Packs
Advancement None

Robotic Utility Drones (Robo-Mule)

Inspired by the pack horses and pack mules of centuries gone by, robotic drones of this kind were developed for military forces to increase mobility by assisting infantry and reducing the weight burden of carrying additional equipment. Their general form overall is vaguely similar to those old pack animals.

Species Traits

For the purposes of Called Shot attacks, a robotic utility drone’s (of both kinds listed) extremities (but not its sensory dome) count as being protected by its natural armor. The GM may determine by what means robotic utility drones determine friend from foe in the event that such information becomes necessary. (This is best decided before the start of play.) Robotic utility drones count as one size category larger for the purposes of their weight carrying capacity. If a utility drone suffers enough damage to one of its extremities (5 points of damage instead of the normal 3) the affected extremity would count as damaged

(see pg. 64 of the Core Rulebook for more details). Utility drones do not really have a “head” so much as a small sensory dome that interprets local sensory data. While this can be targeted as a head could be as per the Called Shot rules (but at a –11 penalty), destroying it will not “kill” the utility drone, but will only disable it and render it unable to function until the damage is repaired.

A light load for a light drone is up to 132 pounds; a medium load, 133–264 pounds; and a heavy load, 265–396 pounds. A light drone can push, pull, or drag up to 1,320 pounds. A light load for a medium drone is up to 144 pounds; a medium load, 145–288 pounds; and a heavy load, 289–432 pounds. A medium drone can push, pull, or drag up to 1,440 pounds. Light utility drones can only carry objects up to Medium in size and weapons up to Large in size. Medium utility drones can only carry objects up to Large in size and weapons up to Huge in size. Utility drones can carry as many items as their carrying capacity would allow and also as much as the GM would reasonably determine could fit on any external racks or rails, or in the utility drone’s storage bay. In the event that a utility drone is disabled or destroyed, the GM may determine how best to decide whatever items that the drone was carrying at the time are salvageable.

In the event that such information ever becomes necessary, there is no license required to obtain a either type of utility drone. Additionally, a light utility drone costs roughly in the range of 100-150 Wealth Points, and a medium utility drone costs roughly in the range of 200-275 Wealth Points within a society or civilization with an applicable level of technology (at the first generation of the drones’s introduction).

Advanced Scanners Robotic utility drones can see in the dark up to 120 feet, capable of functioning with no light at all. In addition to this, utility drones are capable of vision on the infrared and ultraviolet light spectra, negating any concealment bonus that a target may have due to darkness, fog, smoke or other means of visual concealment. This equipment also grants a +8 bonus on all Perception checks (included in profile).

Automatic Language A robotic utility drone cannot read, speak, or write, but can understand instructions communicated to it by an authorized individual, in any one language of the GM’s choice. Up to four additional languages can be uploaded into a robotic utility drone’s information storage medium at 3 WP for a language.

Bio Mimicry Robotic utility drones are manufactured with an overall form resembling a horse or a mule; four legs with articulated joints where they would generally be located on such animals and a central trunk that holds the main battery and has the storage bay and/or external racks for carrying equipment.

Construct Robotic utility drones have the traits and immunities common to constructs.

Electrical Vulnerability Robotic utility drones take double damage from electricity-based attacks or effects that ignores any Damage Reduction or Hardness unless a Saving Throw is allowed for half damage. A successful Saving Throw halves the damage and a failure doubles it. An exception to this rule are stun guns, tasers, taser grenades, and shockwave tasers; they do not have any effect against robotic utility drones because they cannot effectively cannot pierce the robot’s armor. Electric ammunition can be defeated by a utility drone’s Hardness, treating it as if it was normal ballistic damage, but if the damage exceeds the utility drone’s Hardness it completely ignores these reductions and inflicts full electricity damage as normal. If hit by an EMP grenade it must immediately make a Fortitude Saving Throw [TN18] or be disabled. A robotic utility drone that has been disabled by an EMP effect can be repaired and made functional again with a Craft check (Craft (Electronic) [TN25], Advanced).

EMP Resistance A utility drone gains a +5 bonus on a Fortitude Saving Throw to resist being disabled by an EMP grenade (or a similar effect or weapon).

Hardness 4 Robotic utility drones ignore the first 4 points of damage dealt by most weapons. However, a utility drone’s Hardness only counts as 2 when successfully hit by an attack or effect that inflicts plasma damage. All other types of damage, except for electric, follow the standard rules for Hardness.

Programmable A robotic utility drone can have Feats and Skills programmed into it by a person with technological prowess. With a successful Technology Use skill check [TN15], a single Feat may be programmed into the drone’s system if it meets the prerequisite requirement for the feat. New feats may be programmed at a TN of +5 to the previous programming TN. Skill ranks may be programmed up to a maximum of 5 ranks (not counting the robot’s ability score modifiers) at a TN of +2 per previously programmed rank.

Remote Operation A robotic utility drone has artificial intelligence that lets it operate semi-autonomously within its prescribed limits, but it is also capable of being remotely operated by a person or operator. To hack into the drone’s systems via wireless means, a Technology Use check [TN15] must be made to actually find the correct signal. If the check fails, the individual responsible is unable to connect and may try again upon their next turn. If hacking directly via physical ports in the drone itself, no check is required to locate the signal. Either way, if successful, another Technology Use check [TN30] must be made to actually defeat the security measures in place and access the systems. If this second check is successful, the utility drone’s programming can be manipulated or otherwise altered as per the Technology Use rules for both degrading programming and/or remote operation device that counts as having Secure Security (adding a +5 to the TN of the applicable actions). If the hacking attempt is unsuccessful, the drone disconnects from its remote operation link, shuts down any wireless connections or access points, and goes into its self-autonomous state (if possible) for 1d10 rounds as a security measure while it attempts to re-establish the proper link to its proper operator. If the drone is already operating in its semi-autonomous state, it instead shuts itself down for 1d10 rounds while it reboots for security purposes. A robotic utility drone cannot be hacked while in this state. In this instance it is incapable of taking any actions and is considered Flat-Footed until it reactivates. As to by what means or interface is required to remotely operate a robotic utility drone is decided by the GM.

Repairable Robotic utility drones cannot heal damage on their own but can be repaired using the Craft skill. A successful Craft (Mechanical) check [TN22] and Craft (Structural) check [TN22] heals 1d8 points of damage, and each check represents 1 hour of work. A robotic utility drone cannot repair itself.

Light Utility Drone (Medium Construct)

BV 2 HD 2d10+10 CHP 21 CP 12

STR	DEX	CON
11	12	—
INT	WIS	CHA
—	10	1

Structure Quadruped (possesses a sensory dome)
Initiative +1
Defense 12 (+1 DEX, +1 Natural)
Touch 11 | Flat-Footed 11
BAB +1
Grapple +1

Attack(s)

Kick (Melee)
2 CP –3 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP –3 Standard attack, 1d3 bludgeoning damage (non-lethal) (no effect against armor)
5 CP –3 Heavy attack, 2d3 bludgeoning damage

10 CP –3 Full attack, 3d3+3 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Advanced Scanners, Bio Mimicry, Construct, Electric Vulnerability, Hardness 4/2, Programmable, Repairable, Remote Operation
Saves Fort+0 (+5 to resist EMP effects) | Ref+1 | Will+0
Skills
Acrobatics +4
Athletics +4
Perception +8
Feats None
Organization
Varies
Treasure
Equipment or items carried by the utility drone
Advancement None

Medium Utility Drone (Medium Construct)

BV 3 HD 3d10+10 CHP 26 CP 12

STR	DEX	CON
12	10	—
INT	WIS	CHA
—	10	1

Structure Quadruped (possesses a sensory dome)
Initiative +0
Defense 11 (+1 Natural)
Touch 10 | Flat-Footed 11
BAB +2
Grapple +3

Attack(s)

Kick (Melee)
2 CP –2 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)
3 CP –2 Standard attack, 1d3+1 bludgeoning damage (non-lethal) (no effect against armor)
5 CP –2 Heavy attack, 2d3+1 bludgeoning damage

10 CP –2 Full attack, 3d3+5 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Advanced Scanners, Bio Mimicry, Construct, Electric Vulnerability, Hardness 4/2, Programmable, Repairable, Remote Operation
Saves Fort+1 (+6 to resist EMP effects) | Ref+1 | Will+1
Skills
Acrobatics +4
Athletics +4
Perception +8
Feats None
Organization
Varies
Treasure
Equipment or items carried by the utility drone
Advancement None

Sabertooth (Smilodon)

Despite being called a “sabertoothed tiger” by many, skeletal remains of these big cats would indicate that they actually are actually biologically closer to lions than tigers. Regardless of that, these beasts known for their visually prominent fangs are vicious predators and usually unafraid to attack anything that could be seen as prey.

Species Traits

For the purposes of Called Shot attacks, a sabertooth’s head and other extremities do not count as being protected by its natural armor.

Improved Grab To use this ability, a sabertooth must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Low-Light Vision Sabertooths can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a sabertooth to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A sabertooth that hits with its bite or claw attacks can attempt to Trip the opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the sabertooth.

Skill Bonuses Sabertooths receive a +4 species bonus on Acrobatics and Stealth checks (included in profile). In areas of tall grass or heavy undergrowth, they gain an additional bonus of +4 to Stealth checks to avoid being seen.

Sabertooth (Large Animal)

BV 21 HD 6d8+18 CHP 22 XHP 48 CP 13

STR	DEX	CON
26	15	17
INT	WIS	CHA
2	12	8

Structure Quadruped

Initiative +2

Defense 13 (+2 DEX, -1 Size, +2 Natural)

Touch 11 | Flat-footed 11

BAB +4

Grapple +16

Attack(s)

Bite (Melee)

3 CP +11 Light attack, 1d8+1 piercing damage plus 1d2 slashing damage

4 CP +11 Standard attack, 1d8+4 piercing damage plus 1d2+2 slashing damage

6 CP +11 Heavy attack, 2d8+4 piercing damage plus 1d2+3 slashing damage

11 CP +11 Full attack, 3d8+8 piercing damage plus 1d2+4 slashing damage

Claws (Melee)

3 CP +11 Light attack, 2d4+5 slashing damage

4 CP +11 Standard attack, 2d4+8 slashing damage

6 CP +11 Heavy attack, 3d4+8 slashing damage

11 CP +11 Full attack, 2d4+12 slashing damage

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Improved Grab, Low-Light Vision, Scent, Trip, Run (1 CP per 10ft)

Saves Fort +8 | Ref +7 | Will +3

Skills

Acrobatics +6

Athletics +8

Perception +8 (+16 for scent-based checks)

Stealth +8 (+12 in tall grass or undergrowth to avoid being seen)

Feats None

Organization

Solitary or pair

Treasure

Sabertooth pelt, 1d4 sabertooth fangs, 1d10 teeth

Advancement

7-12 HD (Large)

Shadow Crawlers

Species Traits

Acidic Blood When a shadow crawler suffers a sufficient damage amount of damage to cause bleeding, its blood spills into the square adjacent to its current position in the direction of the attack, causing 2d6 acid damage to any creatures or objects in the adjacent area. A piercing or slashing weapon that strikes a shadow crawler and causes it to bleed, takes 1d6 acid damage unless the weapon's wielder succeeds a [TN16] Reflex Saving Throw. Any creature in the adjacent square where a shadow crawler's blood spills can make [TN14] Reflex Saving Throw to completely avoid any damage due to the ability. The spilled blood dissipates at the beginning of the shadow crawler's following turn. Shadow crawlers are immune to their own acidic blood and to the acidic blood of other shadow crawlers. This does not affect weaponry with intangible contact surfaces (such as Plasblades or Psiblades).

Blindsight A shadow crawler can ascertain all creatures and objects within 90 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to a shadow crawler's use of this ability.

Skill Bonuses Unless otherwise noted, shadow crawlers receive a +8 bonus on Stealth checks to avoid being seen by other creatures in areas of sufficient darkness.

Infector Breed

This breed of shadow crawler begins the cycle of brood propagation; sneaking up on its unsuspecting targets and infecting them with the larva.

Shadow crawler infectors do not have acidic blood, do not gain any bonuses to their Athletics checks to climb, and do not gain the bonus to Stealth checks in sufficiently dark areas to avoid being seen.

Ovipositor A truly insidious adaptation, what at first appears to be a retractable proboscis contained within the mouth parts of an infector form is actually a body part for depositing a shadow crawler egg into a living host. If an infector makes a successful attack against another creature and deals an amount of damage (after any applicable Damage Reductions) that would cause the creature to bleed, the creature is infected with a shadow crawler egg. The egg takes 2d8+2 days to mature to its larval form. This roll is conducted in secret by the GM so that a player does not know how many days remain to seek help. If a creature is infected, after two days the creature makes a Fortitude Saving Throw [TN17] (again, this roll is conducted in secret by the GM so that a player does not know how successful the roll is). If successful the character gains the Exhausted and Sickened conditions as a sign that their body is attempting to fight off the foreign body and at that point may attempt to get medical treatment, otherwise the character suffers no conditions and does not perceive anything to be amiss.

As to how a larval form is detected, and as to how long it must incubate within a character before it can be removed is determined by the GM, but if detected, and of sufficient incubation time, the larval form can be removed from its host through surgery with a successful Treat Injury check [TN25]. If successful, the larval form is removed from the host and is completely helpless, cannot move or attack, and dies within 1d6 minutes. The host suffers 2d3-1 temporary Constitution damage (this cannot bring creature's CON score below 1) that heals normally. If unsuccessful, the character suffers 2d4 temporary Constitution damage (these cannot bring creature's CON score below 1) and another Treat Injury check to remove the larva can be attempted at the same TN and with the same effects for success or failure.

If the larval form is not stopped from maturing within the amount of days initially rolled, after the number of days have passed, the completed larval form eats its way out of its host, devouring and piercing through the upper abdominal and lower chest area of the host causing 2d8 damage to the character or creature's Core Hit Points and inflicting the proper amount of bleed damage dice upon the creature or character depending on its size. In addition, the character or creature must make a Fortitude Saving Throw [TN20] to avoid instant death due to the shock. If successful, the character or creature suffers 1d4+2 permanent Constitution drain, and a 1d4 permanent Strength drain (the Strength drain can never bring a character or creature's STR score below 1). If a character is infected, but has sufficient knowledge of the infector form's ability, the character may immediately seek medical attention and monitoring if at all possible. (The GM determines whether or not a character would have sufficient knowledge of the infector form's ability based on the current circumstances and what of actions medical attention and monitoring consists.) A character can only be infected by one larval form at a time and cannot simultaneously be infected by another infector breed.

Inorganic creatures such as Constructs or Synthetics, or creatures of special anatomy such as Elementals, Oozes, certain Outsiders (at the GM's discretion), Plants, or Undead are immune to the effects of this ability. An infector breed is only capable of successfully injecting an egg into creatures in the range of Tiny to Large in size.

Bonus Feat Shadow crawler infectors gain the bonus feat Weapon Expertise (Proboscis).

Infector Breed (Small Aberration)

BV 3 HD 1d8 CHP 3 XHP 4 CP 12

STR	DEX	CON
7	10	10
INT	WIS	CHA
1	10	2

Structure Arthropod/Arachnid (possesses an abdomen/thorax and 8 legs)
Initiative +0
Defense 11 (+1 Size)
Touch 11 | Flat-footed 11
BAB +0
Grapple -6

Attack(s)

Proboscis (Melee)
1 CP +1 Light attack, 1 piercing damage (no effect against armor)
2 CP +1 Standard attack, 1d4-2 piercing damage
4 CP +1 Heavy attack, 2d4-2 piercing damage
9 CP +1 Full attack, 3d4+2 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Ovipositor
Saves Fort +2 | Ref +3 | Will +4
Skills
Acrobatics +2
Stealth +4
Feats
Weapon Expertise (Proboscis) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Organization
Varies
Treasure None
Advancement
2-4 HD (Small)

Larva

The larvae of the brood is the next generation, born horrifically; eating its way out of its host, before it becomes a fearsome warrior for the brood.

Shadow crawler larvae do not gain any bonuses to their Athletics checks to climb.

Acidic Blood Shadow crawler larvae have a weaker potency of acidic blood that follows the same rules as above, but it only causes 1d6 acid damage and the Reflex Saving Throws to avoid damage to a melee weapon and to avoid coming into contact with its acidic blood are [TN8] and [TN10] respectively. Shadow crawlers are immune to their own acidic blood and to the acidic blood of other shadow crawlers.

Maturation After a shadow crawler larva's unsettling birth, it tries to settle and begin its metamorphosis. If however it senses itself to be in danger, it quickly tries to flee as best it can until it does not sense the perceived source of danger to it. Regardless of whether or not is in danger, once it settles the larva forms a protective chrysalis around itself and metamorphosis starts. The process takes 1d6+2 days. After the time has passed, the larva matures into a brood warrior breed shadow crawler. If at any time during the metamorphosis the larva's chrysalis takes 5 or more points of damage, the chrysalis is destroyed and the larva is immediately killed.

Larva (Tiny Aberration)

BV ¼ HD ¼ d8 CHP1 XHP1 CP 8

STR	DEX	CON
2	14	10
INT	WIS	CHA
1	10	2

Structure Quadrupedal

Initiative +2

Defense 14 (+2 DEX, +2 Size)

Touch 12 | Flat-footed 12

BAB +0

Grapple -12

Attack(s)

Bite (Melee)

2 CP -2 Light attack, 1 piercing damage (non-lethal) (no effect against armor)

3 CP -2 Standard attack, 1 piercing damage

Reach 0'

Fighting Space 2½' by 2½'

Special Qualities

Acidic Blood, Blindsight 90', Maturation

Saves Fort +0 | Ref +2 | Will +2

Skills

Perception +2

Stealth +10 (+18 to avoid being seen in sufficient darkness)

Feats None

Organization

Varies

Treasure None

Advancement See Text

Brood Warrior Breed

The brood maintains the hive and the captured prey for the queen, watching over the growing of new larvae that are in the hive. Their primary purpose of existence is to protect the hive from all exterior threats.

For the purposes of Called Shot attacks, a brood warrior's head and other extremities count as being protected by its natural armor. Brood warriors are bipedal in nature but are capable of adopting to a quadrupedal stance and proficiently operating in said stance. Indeed, this is the only manner in which they may use their Run ability. For the purposes of Carrying Capacity, a brood warrior counts as a biped while standing bipedal and a quadruped while in its quadrupedal stance. For the purposes of damage, a brood warrior adds 1.5x its STR modifier to attacks with its claws.

Thermal Shock A brood warrior has an external shell that covers most of its body. If at least 4 points of cold or fire damage is first inflicted upon the any part of the warrior's body (individual extremities, torso, etc.), and subsequently within 3 rounds, at least 4 points of the other kind of damage is also inflicted upon its the same location, its external shell cracks apart and it loses any natural armor bonus to its Defense score for that specific part of its body that it had.

Brood Warrior Breed (Medium Aberration)

BV 22 HD 4d8+8 CHP14 XHP26 CP16

STR	DEX	CON
17	14	15
INT	WIS	CHA
2	14	3

Structure Biped (Humanoid, possesses a tail)

Initiative +2

Defense 14 (+2 DEX, +2 Natural)

Touch 12 | Flat-footed 12

BAB +3

Grapple +6

Attack(s)

Bite (Melee)

2 CP +6 Light attack, 2d6 piercing damage

3 CP +6 Standard attack, 2d6+3 piercing damage

5 CP +6 Heavy attack, 3d6+3 piercing damage

10 CP +6 Full attack, 4d6+7 piercing damage

Claws (Melee)

2 CP +6 Light attack, 1d4+1 slashing damage

3 CP +6 Standard attack, 1d4+4 slashing damage

5 CP +6 Heavy attack, 2d4+4 slashing damage

10 CP +6 Full attack, 3d4+8 slashing damage

Tail Spear (Melee)

2 CP +1 Light attack, 1d6 piercing damage

3 CP +1 Standard attack, 1d6+3 piercing damage

5 CP +1 Heavy attack, 2d6+3 piercing damage

10 CP +1 Full attack, 3d6+7 piercing damage

Tail Whip (Melee)

2 CP +1 Light attack, 1d3 bludgeoning damage (non-lethal) (no effect against armor)

3 CP +1 Standard attack, 1d3+3 bludgeoning damage

5 CP +1 Heavy attack, 2d3+3 bludgeoning damage

10 CP +1 Full attack, 3d3+7 bludgeoning damage

Reach 5' (10' with tail spear)

Fighting Space 5' by 5'

Special Qualities

Acidic Blood, Blindsight 90', Climb (5ft per 1 CP), Run (10ft per 1 CP), Thermal Shock

Saves Fort +4 | Ref +3 | Will +6

Skills

Acrobatics +4

Athletics +6 (+14 for climbing checks)

Perception +6

Stealth +3 (+11 to avoid being seen in sufficient darkness)

Feats None

Organization

Pair, group (2d6), or swarm (2d6+8 warriors)

Treasure None

Advancement

5-6 HD (Medium)

7-8 HD (Large)

Empress Breed

A nightmarish thing of another place, as the queen mother over her vicious hive of beastly creatures she is all-controlling and directing of the swarm; being the sole object of their existence for the empress is the only means by which a new empress may be birthed. Without her the hive would be no more, and it would descend into utter carnage as the aimless brood drones—without direction—begin slaughtering each other in a frenzied craze of confusion.

Shadow crawler empresses do not gain any bonuses to their Athletics checks to climb, and do not gain the bonus to Stealth checks in dark areas. In the event that a shadow crawler empress is killed, all shadow crawlers of her hive (or brood) enter a frenzied state, attacking whatever living creature (or anything perceived as a living creature by the shadow crawler) is closest within its range of perception (including other shadow crawlers of its own hive). An empress of a different hive can overtake and integrate an empress-less hive into her own through pheromone signals. As to the nature of how this would occur, or how much time would be required for such to occur, is decided by GM. For the purposes of damage, an empress adds 1.5x its STR modifier to its tail whip attack.

Damage Reduction 14/Ballistic, Bludgeoning, Piercing, Slashing A shadow crawler empress ignores the first 14 points of damage dealt by any ballistic, bludgeoning, piercing, or slashing weapon.

Damage Reduction 6/Ballistic Piercing A shadow crawler empress ignores the first 6 points of damage dealt by any ballistic piercing weapon.

Thermal Shock An empress has an external shell that covers most of its body. If at least 10 points of cold or fire damage is first inflicted upon the any part of the empress’ body (individual extremities, torso, etc.), and subsequently within 3 rounds, at least 10 points of the other kind of damage is also inflicted upon its the same location, its external shell cracks apart and it loses any natural armor bonus to its Defense score for that specific part of its body that it had.

Empress Breed (Large Aberration)
BV 50 HD 9d8+45 CHP 30 XHP 85 CP 13

STR	DEX	CON
33	12	20
INT	WIS	CHA
2	14	10

Structure Biped (Humanoid, possesses a tail)
Initiative +1
Defense 18 (–1 Size, +9 Natural)
Touch 9 | Flat-footed 18
BAB +6
Grapple +21

Attack(s)

Bite (Melee)
2 CP +18 Light attack, 2d6+8 piercing damage
3 CP +18 Standard attack, 2d6+11 piercing damage
5 CP +18 Heavy attack, 3d6+11 piercing damage
10 CP +18 Full attack, 4d6+17 piercing damage
Claws (Melee)
3 CP +16 Light attack, 1d6+8 slashing damage
4 CP +16 Standard attack, 1d6+11 slashing damage
6 CP +16 Heavy attack, 2d6+11 slashing damage
11 CP +16 Full attack, 3d6+15 slashing damage
Tail Whip (Melee)
3 CP +11 Light attack, 1d4+13 bludgeoning damage
4 CP +11 Standard attack, 1d4+16 bludgeoning damage
6 CP +11 Heavy attack, 2d4+16 bludgeoning damage

11 CP +11 Full attack, 3d4+20 bludgeoning damage
Tail Spear (Melee)
3 CP +11 Light attack, 1d8+8 piercing damage
4 CP +11 Standard attack, 1d8+11 piercing damage
6 CP +11 Heavy attack, 2d8+11 piercing damage
11 CP +11 Full attack, 3d8+15 piercing damage
Reach 10' (15' with claws or tail whip, 20' with tail spear)
Fighting Space 10' by 10'
Special Qualities
Acidic Blood, Blindsight 90', Damage Reduction (14/Ballistic, Bludgeoning, Piercing, Slashing, 6/Ba. Piercing), Thermal Shock
Saves Fort +8 | Ref +4 | Will +8
Skills
Athletics +11
Perception +16
Stealth +3
Feats
Weapon Expertise (Bite) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Treasure None
Advancement
10-13 HD (Large)
14-16 HD (Huge)

Silent Hisser

Possibly one of the strangest creatures known, this green, vertical trunk with four legs can literally explode when threatened.

Species Traits

Darkvision Silent hissers can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and silent hissers can function with no light at all.

Electrical Permeation A silent hisser does not suffer damage from electrical attacks as most creatures do. Instead, it can “absorb” up to 15 points of Electricity damage without suffering damage and add the amount of Electricity damage incurred to the total amount of damage caused by its Self Destruct ability (see below).

Once a silent hisser has absorbed 15 points of Electricity damage, it is no longer immune to any more Electricity damage and begins to suffer any further Electricity damage as normal. If a silent hisser suffers 20 or more points of Electricity damage from a single attack or other single effect, it immediately explodes as per the effects of its Self Destruct ability (see below) but with no bonus to damage.

Self Destruct Silent hissers possess a rather remarkable ability to self detonate their own bodies as a means of “defense” in response to agitation and/or fear against anything perceived as a threat. To use this ability, a silent hisser must first select the closest nearby creature as its target. Secondly, the silent hisser must be adjacent to the creature and then spend 2 Combat Points to activate the ability when within the appropriate proximity. A silent hisser must also have and maintain a sufficient line of sight (as determined by the GM) with its intended target to properly utilize this ability. If a target of this ability is behind an object that completely blocks the line of sight, such as walls or closed doors, a silent hisser cannot use this ability against that creature until it reestablishes the line of sight with said creature, even if it is aware its target’s presence. Creatures that are behind transparent objects such as glass windows or transparent acrylic also cannot be targeted by this ability if a silent hisser’s path to that creature is completely blocked.

When the ability is activated the silent hisser will self destruct in the following round at the beginning of its turn. Once activated, this ability can only be stopped by three means: either the creature that is the target of the silent hisser must move at least 10 feet away from the silent hisser itself, the creature moves behind something that blocks the silent hisser’s line of sight for at least one round or the silent hisser’s Core Hit Points must be reduced to 0 or lower, further, it may no longer use the ability until its Core Hit Points are restored to above 0. If a silent hisser successfully self destructs, it is immediately killed and inflicts an amount of concussion damage equal to its current number and type of hit dice (i.e. 2d8), plus any applicable bonus from its Electrical Imbuement ability (see above) to all creatures and objects within a 15-foot blast radius centered on it. Any creature caught within the affected area can attempt a Reflex Saving Throw [TN20] for half damage, and must also make a Fortitude Saving Throw [TN20] or be knocked Prone.

Skill Bonus Silent hissers receive a +8 bonus on Stealth checks to move quietly.

Silent Hisser (Medium Aberration)

BV 13 HD 2d8 CHP 10 XHP 9 CP 10

STR	DEX	CON
8	10	10
INT	WIS	CHA
1	10	6

Initiative +0

Defense 10

Touch 10 | Flat-footed 10

BAB +1

Grapple +1

Attack(s)

None

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Darkvision 60', Electrical Permeation, Self Destruct

Saves Fort +0 | Ref +0 | Will +3

Skills

Perception +2

Stealth +2 (+10 when trying to move silently)

Feats None

Organization

Solitary, pair, group (3d2), or screw you that’s who! (d%)

Treasure None

Advancement

3-4 HD (Medium)

Skeletons, Assortment

Figures reanimated by magic after being reduced to naught but bone. Despite lacking apparent structure, they still remain able to act. Further, those with an anatomy that would allow for doing so, are capable of wielding objects.

Species Traits

Skeleton Immunities A skeleton has cold and electric immunity. Because it lacks flesh and internal organs, a skeleton takes only half damage from ballistic, ballistic piercing, piercing, plasma, slashing, or bludgeoning damage caused specifically by unarmed strike weapons.

Undead A skeleton has the traits and immunities common to undead.

Adult Red Dragon

For the purposes of Called Shot attacks, a red dragon skeleton’s head and other extremities count as being protected by its natural armor. An adult red dragon zombie loses the use of its breath weapon, its swallow whole special ability, and its ability to fly.

STR

DEX

CON

40

10

—

INT

WIS

CHA

—

10

1

Structure

Quadruped (possesses a tail and 2 destroyed wings)

Initiative

+3

Defense

13 (–2 Size, +4 Natural)

Touch

8 | Flat-footed 13

BAB

+5

Grapple

+28

Attack(s)

Bite (Melee)

3 CP +18 Light attack, 2d8+12 piercing damage

4 CP +18 Standard attack, 2d8+15 piercing damage

6 CP +18 Heavy attack, 3d8+15 piercing damage

11 CP +18 Full attack, 4d8+19 piercing damage

Claws (Melee)

3 CP +13 Light attack, 2d6+12 slashing damage

4 CP +13 Standard attack, 2d6+15 slashing damage

Adult Red Dragon Skeleton (Huge Undead)

BV 34 HD 11d12 CHP 33 XHP 71 CP 11

6 CP +13 Heavy attack, 3d6+15 slashing damage

11 CP +13 Full attack, 4d6+19 slashing damage

Tail Whip (Melee)

3 CP +13 Light attack, 1d8+12 bludgeoning damage

4 CP +13 Standard attack, 1d8+15 bludgeoning damage

6 CP +13 Heavy attack, 2d8+15 bludgeoning damage

11 CP +13 Full attack, 3d8+19 bludgeoning damage

Reach

10’ (15’ with bite or 20’ with tail whip)

Fighting Space

15’ by 15’

Special Qualities

Skeleton Immunities, Undead

Saves

Fort +3 | Ref +3 | Will +7

Skills

None

Feats

Improved Initiative (Creature gains a +3 bonus to Initiative.)

Organization

Solitary

Treasure

1d4 horns, 2d12 teeth

Advancement

None

Griffon

For the purposes of Called Shot attacks, a griffon skeleton’s head does not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Trip A skeletal griffon that hits with its bite attack can attempt to Trip its opponent and then Pin it as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the griffon. If the Trip attempt is successful, the griffon may Pin its foe without needing to make a Grapple check.

STR

DEX

CON

16

18

—

INT

WIS

CHA

—

10

1

Structure

Quadruped (possesses 2 destroyed wings)

Initiative

+7

Defense

16 (+4 DEX, –1 Size, +3 Natural)

Touch

13 | Flat-footed 13

BAB

+2

Grapple

+9

Attack(s)

Bite (Melee)

3 CP +4 Light attack, 1d8 piercing damage

4 CP +4 Standard attack, 1d8+3 piercing damage

6 CP +4 Heavy attack, 2d8+3 piercing damage

11 CP +4 Full attack, 3d8+7 piercing damage

Claws (Melee)

3 CP –1 Light attack, 1d4 slashing damage

4 CP –1 Standard attack, 1d4+3 slashing damage

6 CP –1 Heavy attack, 3d4+3 slashing damage

11 CP –1 Full attack, 3d4+7 slashing damage

Griffon Skeleton (Large Undead)

BV 16 HD 5d12 CHP 15 XHP 32 CP 10

Reach

5’

Fighting Space

10’ by 10’

Special Qualities

Skeleton Immunities, Trip, Undead

Saves

Fort +1 | Ref +5 | Will +4

Skills

None

Feats

Improved Initiative (Creature gains a +3 bonus to Initiative.)

Organization

Varies

Treasure

None

Advancement

None

Horse

For the purposes of Called Shot attacks, a horse skeleton’s head does not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Trample A skeletal horse can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the horse, and creatures can

attempt a Reflex Saving Throw (TN 10 + ½ the horse's Hit Dice + the its Strength modifier) to completely avoid the damage and move to a space of their choice outside of the horse's trample. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the horse's trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Horse Skeleton (Large Undead)

BV10 HD3d12 CHP9 XHP19 CP9

STR	DEX	CON
13	16	—
INT	WIS	CHA
—	10	1

Structure Quadruped

Initiative +6

Defense 15 (+3 DEX, -1 Size, +3 Natural)

Touch 12 | Flat-footed 13

BAB +1

Grapple +6

Attack(s)

Hoof (Melee)

3 CP +0 Light attack, 1d6-2 bludgeoning damage (non-lethal) (no effect against armor)

4 CP +0 Standard attack, 1d6+1 bludgeoning damage

6 CP +0 Heavy attack, 2d6+1 bludgeoning damage

11 CP +0 Full attack, 3d6+5 bludgeoning damage

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Skeleton Immunities, Trample 2d6+1 [TN12], Undead

Saves Fort +1 | Ref +4 | Will +3

Skills None

Feats

Improved Initiative (Creature gains a +3 bonus to Initiative.)

Organization

Varies

Treasure None

Advancement None

Minotaur

For the purposes of Called Shot attacks, a minotaur skeleton's head and other extremities count as being protected by its natural armor (its Damage Reduction from noted damage types still apply).

Minotaur Skeleton (Large Undead)

BV23 HD5d12 CHP15 XHP32 CP7

STR	DEX	CON
16	12	—
INT	WIS	CHA
—	10	1

Structure Biped (Humanoid)

Initiative +4

Defense 13 (+1 DEX, -1 Size, +3 Natural)

Touch 10 | Flat-footed 12

BAB +2

Grapple +9

Attack(s)

Claws (Melee)

3 CP +1 Light attack, 1d6-3 slashing damage

4 CP +1 Standard attack, 1d6 slashing damage

6 CP +1 Heavy attack, 1d6+2 slashing damage

11 CP +1 Full attack, 3d6+4 slashing damage

Gore (Melee)

3 CP +1 Light attack, 1d8-3 piercing damage

4 CP +1 Standard attack, 1d8 piercing damage

6 CP +1 Heavy attack, 2d8 piercing damage

11 CP +1 Full attack, 3d8+4 piercing damage

Slam (Melee)

3 CP +1 Light attack, 1 bludgeoning damage (non-lethal) (no effect against armor)

4 CP +1 Standard attack, 1d4 bludgeoning damage

6 CP +1 Heavy attack, 2d4 bludgeoning damage

11 CP +1 Full attack, 3d4+4 bludgeoning damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Skeleton Immunities, Undead

Saves Fort +1 | Ref +2 | Will +4

Skills None

Feats

Archaic Weapons Proficiency (one of the GM's choice) (Grants proficiency with the chosen class of weaponry.)

Improved Initiative (Creature gains a +3 bonus to Initiative.)

Organization

Varies

Treasure

Determined by GM

Advancement None

Sliverslicer

Amongst the most bizarre of entities that exist, this red to red-violet crystalline orb maintains a perpetual veil of frosty mist swirling around it in addition to disturbingly sharp shards of ice orbiting it. Such an entity would remain only a curiosity were it not for the fact that these beings possess their own rather interesting streak of curiosity. They tend to desire to observe living things as up close and personal as they can, often with nasty consequences for those that are noticed.

Species Traits

Blindsight A sliverslicer can ascertain all creatures and objects within 90 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the sliverslicer’s use of this ability.

Cold Resistance 60 A sliverslicer ignores the first 60 points of cold damage from any cold-based attack or effect.

Cyclone of Shards A sliverslicer is surrounded with very sharp shards of ice of various sizes, with the largest visible ones being roughly the size of beverage ice cubes. These numerous shards are in a constant orbit around a central glass-like orb—the size of a common basketball and red violet to red in color—which is the sliverslicer’s real “body.” Due to this phenomenon, all creatures and unattended (or not held) objects within a sliverslicer’s occupied fighting space are subject to 4d2 points of slashing damage for each round that they remain in the affected space. For the purposes of damage this ability uses the Explosives and Extremity damage rules from the Core Rulebook (see pg. 73-75 & 157 of the Core Rulebook for more details). This ability can only function in Cold, Very Cold, or Extremely Cold temperature ranges, otherwise the ice shards melt. In the event that a sliverslicer re-enters an appropriate temperature range the shards of ice reform in 2d3 minutes.

Damage Reduction 9/Bludgeoning, Piercing, Slashing A sliverslicer ignores the first 9 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Electrical Immunity A sliverslicer is immune to electricity damage.

Elemental A sliverslicer has the traits and immunities common to elementals.

Veil of Frost In addition to the ice shards that orbit around a sliverslicer, it is also draped in a veil of frosty mist. The benefit of this for the sliverslicer is that it is always counted as having at least one-quarter (¼) concealment in all directions, even if it is not actually in concealment. It loses this concealment bonus if it moves into actual concealment greater in value and gains the bonuses of the greater concealment level instead. This ability can only function in Cold, Very Cold, or Extremely Cold temperature ranges, otherwise the ice shards melt. In the event that a sliverslicer re-enters an appropriate temperature range the misty veil of frost reforms almost instantaneously.

STR

DEX

CON

—

20

10

INT

WIS

CHA

1

18

1

Initiative +5

Defense 17 (+5 DEX, +1 Size, +1 Natural)

Touch 16 | Flat-footed 12

BAB +4

Grapple —

None

Reach 0'

Attack(s)

Sliverslicer (Small Elemental)

BV 20 HD 6d8 CHP 18 XHP 27 CP 16

Fighting Space 5' by 5'

Special Qualities

Blindsight 90', Cold Resistance 60, Cyclone of Shards, Damage Reduction (9/Bludgeoning, Piercing, Slashing), Electrical Immunity, Elemental, Veil of Frost

Saves Fort +2 | Ref +10 | Will +6

Skills

Perception +4

Feats None

Organization

Solitary

Treasure

1d10 Sliverslicer orb shards

Advancement

7-10 HD (Small)

Slimes

Species Traits

Blindsight Slimes are blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to a slime’s use of this ability.

Damage Reduction Slimes have an amount of Damage Reduction listed in their profile.

Immunities Slimes are immune to electricity damage.

Ooze Slimes have the traits and immunities common to oozes.

Blue

This smaller slime is spheroid of shape and sapphire of color. Weaker than most other species of slimes, they tend to travel in groups to compensate for their weakness.

Acid The digestive acid that covers a blue slime dissolves flesh, but not metal, stone, wood, or other materials. Each slam and constrict attack deals 1d2 additional acid damage. Armor or other clothing made of animal skin (such as leather) worn by a creature grappled by a blue slime takes the same amount of acid damage to its Armor Points unless the wearer succeeds on a [TN12] Reflex Saving Throw. A creature that attempts a melee attack against a blue slime with its natural weapons or an unarmed strike, takes 1d2 acid damage unless the attacker succeeds on a [TN14] Reflex Saving Throw. This does not affect weaponry with intangible contact surfaces (such as Plasma Blades or Psiblades). A blue slime is immune to its own acid and the acid of other blue slimes.

Constrict A blue slime deals an amount of bludgeoning damage plus an amount of acid damage listed in its profile with a successful grapple check against a target of the same size category as itself or smaller.

Blue Slime (Small Ooze)

BV 8 HD ½ d10+5 CHP 3 XHP 10 CP 13

STR	DEX	CON
10	9	10
INT	WIS	CHA
—	1	1

3 CP +1 Standard attack, 1d4 bludgeoning plus 1d2 acid damage
5 CP +1 Heavy attack, 2d4 bludgeoning plus 1d2 acid damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Acid, Blindsight 60', Constrict 1d4 plus 1d2 acid, Damage Reduction (3/Bludgeoning, 1/Piercing, Slashing), Immune to Electricity damage, Ooze
Saves Fort +0 | Ref -1 | Will -5

Skills None

Feats None

Organization

Solitary, pair, or swarm (3d4)

Treasure None

Advancement None

Structure Amorphous (Spheroid)

Initiative -1

Defense 10 (-1 DEX, +1 Size)

Touch 10 | Flat-footed 10

BAB +0

Grapple -4

Attack(s)

Slam (Melee)

2 CP +1 Light attack, 1 bludgeoning (non-lethal) (no effect against armor)
plus 1d2 acid damage

Red

Unusual in shape and form for a gelatinous slime-being hexagonal-this virulently acidic slime is one of the most powerful kinds out there.

Acid The digestive acid that covers a red slime dissolves bone, flesh, most plastics, and wood, but not metal, stone, or other materials. Each slam and constrict attack deals 1d8 additional acid damage. Armor or other clothing made of animal skin (such as leather) worn by a creature grappled by a red slime takes the same amount of acid damage to its Armor Points unless the wearer succeeds on a [TN18] Reflex Saving Throw. A creature that attempts a melee attack against a red slime with its natural weapons or an unarmed strike, takes 1d8 acid damage unless the attacker succeeds on a [TN14] Reflex Saving Throw. This does not affect weaponry with intangible contact surfaces (such as Plasma Blades or Psiblades). A red slime is immune to its own acid and the acid of other red slimes.

Constrict A red slime deals an amount of bludgeoning damage plus an amount of acid damage listed in its profile with a successful grapple check against a target of the same size category as itself or smaller.

Engulf A red slime can simply bowl over opponents of the same size category or smaller than itself when it moves. This attack affects as many opponents as the monster's body can cover within its fighting space. Each target can make either an Attack of Opportunity against the red slime or a Reflex Saving Throw (TN 10 + ½ the red slime's HD + its Constitution modifier) to avoid being engulfed. A successful Saving Throw indicates that the target has successfully dodged or harmlessly been pushed back or aside to a space adjacent to the slime (target's choice) as the monster moves forward. An engulfed creature is considered Pinned and trapped within the monster's body and begins to suffocate (see pg. 91 of the Core Rulebook for more details). A red slime cannot make a slam attack during a round in which it attempts to engulf, nor against the creatures that are currently trapped within it, but each engulfed creature takes 1d10 points of acid damage on that round and every round thereafter that it remains trapped. This acid is only effective against bone, flesh, and wood, and will not dissolve metals, plastics, stone, etc.

Red Slime (Large Ooze)

BV 36 HD 3d10+30 CHP 29 XHP 46 CP 8

STR	DEX	CON
24	6	20
INT	WIS	CHA
—	1	1

6 CP +8 Heavy attack, 2d8+7 bludgeoning plus 1d8 acid damage

Structure Amorphous (Hexagonal)
Initiative -2
Defense 7 (-2 DEX, -1 Size)
Touch 7 | Flat-footed 7
BAB +2
Grapple +13

Attack(s)

Slam (Melee)
3 CP +8 Light attack, 1d8+4 bludgeoning plus 1d8 acid damage
4 CP +8 Standard attack, 1d8+7 bludgeoning plus 1d8 acid damage

Reach 10'
Fighting Space 10' by 10'
Special Qualities
Acid, Blindsight 60', Constrict 1d8+7 plus 1d8 acid, Damage Reduction (12/Bludgeoning, 8/Slashing, 4/Ballistic, Piercing), Engulf [TN16], Immune to Electricity damage, Ooze
Saves Fort +6 | Ref +0 | Will -4
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement None

Thermophagic

A slimy, circular shaped organism with a single mound in the middle lethargically moves itself toward the nearest heat generating object. It is thankfully noticeable, due to the mild reddish hue of its gelatinous body.

Species Traits

Fire Resistance 12 A thermophagic slime ignores the first 12 points of fire damage from any fire-based attack or effect.

Heat Siphon A thermophagic slime survives by absorbing the heat energy of nearby lifeforms or even inanimate objects. A thermophagic slime deals 1d4 points of bludgeoning damage plus 1d6 cold damage with a successful grapple check against a creature of the same size category or smaller than itself. The thermophagic slime also regains hit points (starting with its Core Hit Points) equal to how much cold damage it inflicts upon its targets. A thermophagic slime can also be healed if it is hit by an attack that inflicts fire damage so long as the damage does not exceed its fire resistance (otherwise it takes the full damage of the damage of the attack). The thermophagic slime can never heal more than its maximum amount of hit points in this manner.

Theromophagic Slime (Medium Ooze)

BV 16 HD 2d10+18 CHP 20 XHP 29 CP 10

STR	DEX	CON
7	10	18
INT	WIS	CHA
—	10	1

5 CP -1 Heavy attack, 2d4-2 bludgeoning plus 1d4 cold damage

Structure Amorphous (Blob)
Initiative +0
Defense 10
Touch 10 | Flat-footed 10
BAB +1
Grapple -1

Attack(s)

Slam (Melee)
2 CP -1 Light attack, 1 bludgeoning (non-lethal) (no effect against armor) plus 1d4 cold damage
3 CP -1 Standard attack, 1d4-2 bludgeoning plus 1d4 cold damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blindsight 60', Damage Reduction (4/Bludgeoning), Fire Resistance 12, Heat Siphon 1d4 bludgeoning plus 1d6 cold damage, Ooze
Saves Fort +4 | Ref +0 | Will +0
Skills None
Feats None
Organization
Solitary
Treasure None
Advancement
3-5 HD (Medium)
6-9 HD (Large)

Tofu Slime

This slime is a milky white color, jiggling and bearing more than a passing glance to bean curd. When damaged, it drops edible pieces of tofu as well; Many think this is the true origin of the bland food.

Tofu Slime (Medium Ooze)

BV 4 HD 1d10+7 CHP 5 XHP 12 CP 6

STR	DEX	CON
10	10	14
INT	WIS	CHA
—	1	1

Structure Amorphous (Cube)

Initiative +0

Defense 11 (+1 Size)

Touch 11 | Flat-footed 11

BAB +0

Grapple +0

Attack(s)

Slam (Melee)

2 CP +1 Light attack, 1 bludgeoning (non-lethal) (no effect against armor)

3 CP +1 Standard attack, 1d4 bludgeoning damage

Reach 5'

Fighting Space 2½' by 2½'

Special Qualities

Blindsight 60', Damage Reduction (4/Bludgeoning, 2/Piercing, Slashing), Immune to Electricity damage, Ooze

Saves Fort +2 | Ref +0 | Will -5

Skills None

Feats None

Organization

Solitary, pair, or swarm (3d4)

Treasure

4d4 pieces of synthesized tofu

Advancement None

Smacti

While wondering the dunes of the desert, you come across what looks like an ordinary patch of cacti. It is when you step a little closer that you hear a voice... or at least you think that you heard a voice. Looking around you see nothing but sand and these cacti and you wonder if you are mildly hallucinating due to the heat. "Yes! Look over here!" you hear again as you frantically look in all directions. Again, there is nothing but sand and— "Yes. I am talking to you. Me. The stalky, prickly thing standing on the ground." —it is the cactus! "I am speaking directly to your mind." it says. Suddenly, you hear a cacophony of similar voices beginning to speak in unison, happily greeting their visitor.

Species Traits

For the purposes of Defense score, Smacti are actually treated as objects and use the Defense score ratings of an object equivalent to their relative size plus their natural armor modifier (see pg. 63 and 84 of the Core Rulebook for more details). Unlike most creatures of the Plant category, which are immune to mind-affecting effects, smacti are capable of being affected by such aforementioned effects due to their impressive intelligence and ability to comprehend the nature of such things.

Ability Scores A smacti has no Strength or Dexterity score. It cannot grapple other creatures or be grappled, and it applies its Intelligence modifier instead of its Strength or Dexterity modifier to any attack and Initiative rolls.

Blindsight A smacti can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the smacti's use of this ability.

Camouflage A smacti looks like nothing more than a normal cactus. A successful Perception check [TN25] is required to recognize it as a creature.

Electricity Resistance 10 A smacti ignores the first 10 points of electricity damage from electricity-based attacks or effects.

Plant Smacti have the traits and immunities common to plants.

Telepath A smacti can use the psionic powers Telepathic Communication, Telepathic Link, and Phantom Pain in the Telepathy category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Psionic Point requirements.

Bonus Feats Smacti receive the bonus feats Psionic Squire (Telepathy) and Psionic Knight (Telepathy).

Skill Bonuses Smacti receive a +17 bonus to its Psionics (Telepathy) skill (included in profile).

Smacti (Medium Plant)

BV 19 HD 3d8+4 CHP 11 XHP 17 ML 160* CP 8

STR	DEX	CON
—	—	14
INT	WIS	CHA
20	16	14

[TN30 Will], OPP)

(Telepathic Link 50ft max, creates a link with a creature who is considered indifferent, friendly, or helpful, once established, those linked may talk freely to one another in each other’s mind, this power is not limited by the languages a character speaks, if they move beyond that distance, the link is severed and the telepath must reestablish the link, this power lasts until canceled, 4 minds, 10PP)

Reach 0’
Fighting Space 5’ by 5’

Special Qualities
Blindsight 60’, Camouflage, Electricity Resistance 10, Plant, Telepath
Saves Fort +5 | Ref — | Will +4

Skills
Perception +3
Psionics (Telepathy) +20

Feats
Psionic Squire (Telepathy) (–1 to PP cost when using psionic powers in the chosen category.)
Psionic Knight (Telepathy) (–3 to PP cost when using psionic powers in the chosen category.)

Organization
Solitary or patch (4d10)

Treasure
1d6 smacti nectar flower pods, 3d10 smacti needles

Advancement
4-6 HD (Medium)
7-8 HD (Large)

*31 Mental Limit used for initial psionic power use.

Structure Special (Cactus)
Initiative +5
Defense 7 (5+2 Natural)
BAB +2
Grapple —

Attack(s)

None

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(Phantom Pain 30ft max, a psion targets a single creature and causes them perceived pain, the telepath targets a single creature they can see, the target makes a Will Saving Throw (TN9 + Smacti’s Psionics (Telepathy) Rank + WIS modifier)] or suffers the damage caused, 4d8 non-lethal, [TN29 Will], 8PP)

(Telepathic Communication 50ft max, psion may broadcast its voice into the mind of creature who is considered indifferent, friendly, or helpful to them, when broadcasting to anyone who is unfriendly or hostile, the target makes a Will Saving Throw (TN10 + Smacti’s Psionics (Telepathy) Rank + WIS modifier), and if failed, hears the broadcast, the target may disregard the message without penalty,

Sphinxes

Species Traits

Androsphinxes are exclusively male, criosphinxes are exclusively male, and gynosphinxes are exclusively female. Criosphinxes cannot use Magic, Psionics, or Incantations.

Automatic Language A sphinx can read, speak, and even write (if awkwardly) any one language of the GM’s choice.

Improved Grab To use this ability, a sphinx must hit with its bite or claw attack. It can then attempt to start a grapple without provoking an Attack of Opportunity.

Keen Sight Sphinxes have Darkvision with a range of 60 feet and Low-Light Vision.

Scent This ability allows a sphinxes to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip A sphinx that hits with its claw attack can attempt to Trip the opponent as part of the attack without having to spend the Combat Points normally needed to do so, or provoking an Attack of Opportunity. If the Trip attempt fails, the opponent cannot react to Trip the sphinx.

Androsphinx

The body of this interesting creature is like a male lion’s but with the addition of a pair of eagle or hawk-like wings. But the unsettling feature is that this creature has the face of a Sapient surrounded by long, straight hair growing off the sides of his face like a leonine mane. The face appears to have features of two of the more well-known races; soft elven angles, with a chiseled brow and cheekbones like a human and yet somehow it manages to be somewhere in-between both.

Psionic User An androsphinx can use any psionic power of any category as per the rules in the Modern Magika rulebook so long as it meets the prerequisite Mental Limit and Psionic Point requirements. (The listed powers are merely for convenience.)

Androsphinx (Large Mystical Beast)

BV 25 HD 6d10+24 CHP 19 XHP 57 ML 178* CP 16

STR	DEX	CON
20	14	19
INT	WIS	CHA
17	17	12

Structure Quadruped (possesses 2 wings)

Initiative +2

Defense 13 (+2 DEX, -1 Size, +1 Natural)

Touch 11 | Flat-footed 10

BAB +6

Grapple +15

Attack(s)

Bite (Melee)

2 CP +10 Light attack, 1d4-1 piercing damage (no effect against armor)

3 CP +10 Standard attack, 1d4+2 piercing damage

5 CP +10 Heavy attack, 2d4+2 piercing damage

10 CP +10 Full attack, 3d4+6 piercing damage

Claws (Melee)

3 CP +10 Light attack, 1d6+2 slashing damage

4 CP +10 Standard attack, 1d6+5 slashing damage

6 CP +10 Heavy attack, 2d6+5 slashing damage

11 CP +10 Full attack, 3d6+9 slashing damage

Slam (Melee)

3 CP +5 Light attack, 1d4-1 bludgeoning damage (non-lethal)

4 CP +5 Standard attack, 1d4+2 bludgeoning damage

6 CP +5 Heavy attack, 2d4+2 bludgeoning damage

11 CP +5 Full attack, 3d4+6 bludgeoning damage

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(*Kinetic Rush* 20ft max, psion can move a single Medium-size or smaller creature within the listed range, a listed distance in any direction, the target makes a Fortitude Saving Throw [TN10 + sphinx's (Psionics (Telekinesis) Rank + WIS modifier)] and if they fail, the psion moves them the listed range in any direction, if they fail the Saving Throw by more than 5, they are also knocked Prone, the target moves in a straight line, move creature 10ft, [TN22 Fort], 11PP)

(*Mind Shield*, psion suppresses their mental presence, and shields from mental attacks, 3 rounds, +3 bonus to Will Saving Throw, 8PP)

(*Mind Track* 40ft max, psion tracks the listed number of sapient beings (this is any creature with an INT score of 3 or more), the target makes a Will Saving Throw [TN12 + the sphinx's Psionics (Telepathy)

Rank + WIS modifier)], and if failed, the telepath has successfully tracked it, the telepath must know the location of the mind in order to attempt to track it, 6 rounds, track 2 sapient minds, [TN24 Will], 6PP)

(*Telekinetic Guidance* 40ft max acquisition range, float an object that is Huge or smaller within the listed range that is not being held, attached to, or possessed by any other creature at the time and move it for 5ft per 1 CP, Mental Limit is used to suspend an object at a cost 5 ML per object, the psion can also use this power to perform a ranged attack within a 30 foot range increment, incurring the bonuses and penalties of a thrown weapon ranged attack. This attack can be performed immediately after the item is suspended, for 0 Combat Points, with the range and distance for the object thrown is calculated based on the item's original location. (see pg. 47 of the Modern Magika rulebook for more details), up to 15 lbs per item, 9PP)

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Improved Grab, Keen Sight, Psionic User, Scent, Trip, Fly (1 CP per 15ft) (Poor)

Saves Fort +9 | Ref +7 | Will +5

Skills

Acrobatics +10

Athletics +10

Perception +9 (+17 for scent-based checks)

Presence +8

Psionics (All) +12

Speechcraft +9

Feats

Psionic Squire (Telepathy) (-1 to PP cost when using psionic powers in the chosen category.)

Psionic Knight (Telepathy) (-3 to PP cost when using psionic powers in the chosen category.)

Zen Mind (Creature gains +15 to its total Mental Limit.)

Skill Focus (Presence)

Skill Focus (Speechcraft)

Organization

Solitary, couple (1 androsphinx and 1 gynosphinx), or band (1d2+2 androsphinxes)

Treasure

1d4 fangs, 1d2 wings

Advancement

7-14 HD (Large)

*37 Mental Limit used for initial psionic power use.

Criosphinx

This creature is more or less the same as other sphinxes but with a more muscular build. Its most different feature is that its head is that of a goat, but with horns that are shaped more like bull's that are quite useful as a natural weapon.

Damage Reduction 3/Bludgeoning, Piercing, Slashing An criosphinx ignores the first 3 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Criosphinx (Large Mystical Beast)
BV 28 HD 7d10+28 CHP 25 XHP 66 CP 13

STR	DEX	CON
24	10	19
INT	WIS	CHA
10	10	7

Structure Quadruped (possesses 2 wings)
Initiative +0
Defense 14 (-1 Size, +5 Natural)
Touch 9 | Flat-footed 14
BAB +7
Grapple +18

Attack(s)

Claws (Melee)
3 CP +8 Light attack, 2d4+4 slashing damage
4 CP +8 Standard attack, 2d4+7 slashing damage
6 CP +8 Heavy attack, 3d4+7 slashing damage
11 CP +8 Full attack, 2d4+11 slashing damage
Gore (Melee)
3 CP +13 Light attack, 1d8 piercing damage
4 CP +13 Standard attack, 1d8+3 piercing damage
6 CP +13 Heavy attack, 2d8+3 piercing damage
11 CP +13 Full attack, 3d8+7 piercing damage
Slam (Melee)
2 CP +8 Light attack, 1d6+4 bludgeoning damage
3 CP +8 Standard attack, 1d6+7 bludgeoning damage
5 CP +8 Heavy attack, 2d6+7 bludgeoning damage

10 CP +8 Full attack, 3d6+11 bludgeoning damage
Reach 5'
Fighting Space 10' by 10'
Special Qualities
Damage Reduction (3/Bludgeoning, Piercing, Slashing), Improved Grab, Keen Sight, Scent, Trip, Fly (1 CP per 10ft) (Poor)
Saves Fort +9 | Ref +5 | Will +6
Skills
Acrobatics +8
Athletics +14
Perception +6 (+14 for scent-based checks)
Presence +3
Feats
Focused Saving Throw (Will)
Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)
Organization
Solitary, pair, or pride (1d8+2)
Treasure
1d2 horns, 1d2 wings
Advancement
8-11 HD (Large)
12-14 HD (Huge)

Gynosphinx

Suddenly, you feel the air above your head shift as what looks like a female lion lands in front of you. It turns to face you, revealing that it is more than you first thought. It possesses most of the animalistic and other features of an androsphinx, but with a clearly feminine appearance and instead of a leonine mane it has what looks like a bob cut (or is it a hime?) hair style covering its head.

Incantation User A gynosphinx can use any Incantation dialect category as per the rules in the Modern Magika rulebook so long as it meets both the prerequisite Mental Limit and Incantation Point requirements. It is also subject to all of the rules involving the use of Incantation.

Gynosphinx (Large Mystical Beast)

BV 20 HD 5d10+15 CHP 15 XHP 42 ML 155* CP 15

STR	DEX	CON
18	14	17
INT	WIS	CHA
16	17	12

Structure Quadruped (possesses 2 wings)

Initiative +2

Defense 13 (+2 DEX, -1 Size, +1 Natural)

Touch 11 | Flat-footed 10

BAB +5

Grapple +13

Attack(s)

Bite (Melee)

2 CP +8 Light attack, 1d4-1 piercing damage (no effect against armor)

3 CP +8 Standard attack, 1d4+2 piercing damage

5 CP +8 Heavy attack, 2d4+2 piercing damage

10 CP +8 Full attack, 3d4+6 piercing damage

Claws (Melee)

3 CP +8 Light attack, 1d6+1 slashing damage

4 CP +8 Standard attack, 1d6+4 slashing damage

6 CP +8 Heavy attack, 2d6+4 slashing damage

11 CP +8 Full attack, 3d6+8 slashing damage

Slam (Melee)

3 CP +3 Light attack, 1d4-1 bludgeoning damage (non-lethal)

4 CP +3 Standard attack, 1d4+2 bludgeoning damage

6 CP +3 Heavy attack, 2d4+2 bludgeoning damage

11 CP +3 Full attack, 3d4+6 bludgeoning damage

Incantation(s)

(*Bolstering Hex* 50ft max, Invoker can target a single creature or themselves, healing the target of any extremity damage in an arm or leg, may target a hand or foot 5IP, 6 CP)

(*Crippling Hex* 40ft max, temporary extremity damage to a single creature's arm or leg for 3 rounds, 7IP, 6 CP)

(*Unnerving Hex* 20ft max, cause a single creature to become Shaken for 1 round, 10IP, 7 CP)

Reach 5'

Fighting Space 10' by 10'

Special Qualities

Improved Grab, Incantation User, Keen Sight, Scent, Fly (1 CP per 15ft) (Poor)

Saves Fort +7 | Ref +6 | Will +4

Skills

Acrobatics +11

Athletics +10

Incantation (All) +10

Perception +10 (+18 for scent-based checks)

Speechcraft +6

Feats

Reciter (Hex) (-1 to IP cost when creating incantation recipes of the selected language.)

Speaker (Hex) (-3 to IP cost when creating incantation recipes of the selected language.)

Reciter (Shadow Defense) (-1 to IP cost when creating incantation recipes of the selected language.)

Speaker (Shadow Defense) (-3 to IP cost when creating incantation recipes of the selected language.)

Zen Mind (Creature gains +15 to its total Mental Limit.)

Organization

Solitary, couple (1 androsphinx and 1 gynosphinx), or band (1d2+2 gynosphinxes)

Treasure

1d4 fangs, 1d2 wings

Advancement

6-12 HD (Large)

*18 Mental Limit used for initial keeping of Incantation recipes, 20 recipes may be kept.

Tar Shambler

A sloppy, dripping, and darkened beast of tar shambles around almost aimlessly as little globs threaten to fall from its body. Its form is a mockery of humanoid creatures; arms, legs, and a body, but no recognizable head.

Species Traits

For the purposes of Called Shot attacks, a tar shambler's extremities count as being protected by its natural armor.

Automatic Language A tar shambler understands (but can neither read, speak, nor write) all spoken languages.

Blindsight A tar shambler is blind but can ascertain all creatures and objects within 60 feet just as a creature with sight would. Beyond that range, all targets have total concealment with respect to the tar shambler's use of this ability.

Cold Resistance 6 A tar shambler ignores the first 6 points of cold damage from any cold-based attack or effect.

Damage Reduction 20/All A tar shambler ignores the first 20 points of damage dealt by any weapon.

Elemental A tar shambler has the traits and immunities common to elementals.

For the purposes of Called Shot attacks, a terror bird's head and other extremities do not count as being protected by its natural armor. A light load for a juvenile terror bird is up to 48 pounds; a medium load, 49–96 pounds; and a heavy load, 97–144 pounds. A juvenile terror bird can push, pull, or drag up to 480 pounds. A light load for an adult terror bird is up to 144 pounds; a medium load, 145–288 pounds; and a heavy load, 289–432 pounds. An adult terror bird can push, pull, or drag up to 1,440 pounds. Only adult terror birds can carry riders, and adult terror birds cannot carry a rider unless it is Riding trained as per the Animal Handling skill (see pg. 19-20 of the Core Rulebook for more details). Adult terror birds can fight (using the bite attack only) while carrying a rider due to its aggressive nature, but the rider cannot also attack in the same round unless he or she succeeds on a [TN15] Ride check. Terror birds also require a special saddle for riding if trained as a mount (the details of this saddle are decided upon by the GM).

Low-Light Vision Terror birds can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Trip A terror bird that hits with its bite attack can attempt to trip the opponent without making a touch attack or provoking an Attack of Opportunity. If the attempt fails, the opponent cannot react to trip the terror bird.

Juvenile Terror Bird (Medium Animal)

BV 8 HD 2d8+1 CHP 10 XHP 11 CP 13

STR	DEX	CON
12	17	12
INT	WIS	CHA
2	12	7

Structure Biped (Avian)
Initiative +4
Defense 13 (+3 DEX)
 Touch 13 | Flat-footed 10
BAB +1
Grapple +2

Attack(s)

Bite (Melee)
 2 CP +2 Light attack, 1d6+2 piercing damage (no effect against armor)
 3 CP +2 Standard attack, 1d6+1 piercing damage
 5 CP +2 Heavy attack, 2d6+1 piercing damage
 10 CP +2 Full attack, 3d6+5 piercing damage
Talons (Melee)
 2 CP +2 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
 3 CP +2 Standard attack, 1d4+1 slashing damage

5 CP +2 Heavy attack, 2d4+1 slashing damage
 10 CP +2 Full attack, 3d4+5 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
 Low-Light Vision, Trip, Run (1 CP per 15ft)
Saves Fort +4 | Ref +7 | Will +1

Skills
 Acrobatics +4
 Athletics +3
 Perception +6

Feats None
Organization
 Domesticated, solitary, pair, or flock (4d2 juvenile terror birds plus 1d3 adult terror birds)
Treasure
 1 axe-shaped beak, 2d12 feathers, 1d2 talons
Advancement
 3 HD (Medium)

Adult Terror Bird (Large Animal)

BV 11 HD 4d8+5 CHP 15 XHP 23 CP 13

STR	DEX	CON
18	15	16
INT	WIS	CHA
2	12	7

Structure Biped (Avian)
Initiative +3
Defense 12 (+2 DEX, -1 Size, +1 Natural)
 Touch 12 | Flat-footed 10
BAB +3
Grapple +11

Attack(s)

Bite (Melee)
 3 CP +6 Light attack, 1d8+3 piercing damage
 4 CP +6 Standard attack, 1d8+4 piercing damage
 6 CP +6 Heavy attack, 2d8+4 piercing damage
 11 CP +6 Full attack, 3d8+8 piercing damage
Talons (Melee)
 3 CP +6 Light attack, 1d6+1 slashing damage
 4 CP +6 Standard attack, 1d6+2 slashing damage

6 CP +6 Heavy attack, 2d6+2 slashing damage
 11 CP +6 Full attack, 3d6+6 slashing damage

Reach 5'
Fighting Space 10' by 10'
Special Qualities
 Low-Light Vision, Trip, Run (1 CP per 20ft)
Saves Fort +7 | Ref +7 | Will +2

Skills
 Acrobatics +6
 Athletics +6
 Perception +7

Feats None
Organization
 Domesticated, solitary, pair, or flock (4d2 juvenile terror birds plus 1d3 adult terror birds)
Treasure
 1 axe-shaped beak, 3d12 feathers, 1d2 talons
Advancement
 5-8 HD (Large)

Troglodytes

Species Traits

For the purposes of Called Shot attacks, a troglodyte's head and other extremities do not count as being protected by its natural armor. A troglodyte can use black powder firearms, modern firearms, lasarms, and plasarms just as player races can. A troglodyte incurs a -2 penalty while using a firearm (in addition to any penalties due to a lack of proficiency feats) due to the overall shape their hands. They also require an additional 1 Combat Point to the normal Combat Point cost when reloading a firearm (as the digits on their hands are not exactly dexterous enough to facilitate practiced reloading). The medium club listed in a troglodyte's profile is considered to be constructed of Hardwood; a champion's battle-axe and javelin are considered to be constructed with Copper for the Contact points; a scout's spear is considered to be constructed with Rock. (Adjustments to damage have been listed in the profiles.)

Automatic Language Troglodytes read, speak, and write their own language called Trog.

Keen Sight Troglodytes have Darkvision with a range of 90 feet and Low-Light Vision.

Natural Musk When a troglodyte is under significant duress, it secretes an oily, musk-like chemical that most creatures find offensive. All living creatures (except troglodytes) within 30 feet of the troglodyte must succeed on a Fortitude Saving Throw (TN 10 + ½ the troglodyte’s Hit Dice + its Constitution modifier) or become Nauseated for 1d10 rounds. Characters subjected to the odor from multiple troglodytes make only one Saving Throw using the highest TN required. Characters affected by a troglodyte’s natural musk cannot be affected again by any other troglodyte’s odor for 3d10 minutes. This ability does not affect creatures that cannot smell or otherwise have adequate protection against odors.

Bonus Feat Troglodytes receive the bonus feat Simple Weapon Specialist (one of the GM’s choice).

Skill Bonus A troglodyte’s skin changes color somewhat, allowing it to blend in with its surroundings like a chameleon. A troglodyte gains a +4 species bonus (included in profile) on Stealth checks to hide and gains a +8 bonus to hide in a suitably colored rocky or subterranean setting.

Troglodyte

These primitive, humanoid-shaped reptilians with gray skin live in constant fear of raids by other tribes and by larger predators. As such, they are justifiably distrusting of any strangers. Their abilities to adjust the pigmentation of their skin and secrete a malodorous musk as a response to fear has greatly assisted in their survival.

Troglodyte (Medium Sapient)
BV 9 HD1d8+2 CHP14 XHP 6 CP13

STR	DEX	CON
13	10	14
INT	WIS	CHA
8	10	7

Structure Biped (Humanoid, possesses a tail)
Initiative +0
Defense 11 (+1 Natural)
Touch 10 | Flat-footed 11
BAB +0
Grapple +1

Attack(s)

Bite (Melee)
2 CP –4 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
3 CP –4 Standard attack, 1d4 piercing damage
5 CP –4 Heavy attack, 2d4 piercing damage
10 CP –4 Full attack, 3d4+4 piercing damage
Claws (Melee)
2 CP +1 Light attack, 1d4–2 slashing damage (non-lethal) (no effect against armor)
3 CP +1 Standard attack, 1d4+1 slashing damage
5 CP +1 Heavy attack, 2d4+1 slashing damage
10 CP +1 Full attack, 3d4+5 slashing damage
Medium Club (Melee)
3 CP +1 Light attack, 1d8–2 bludgeoning damage
4 CP +1 Standard attack, 1d8+1 bludgeoning damage
6 CP +1 Heavy attack, 2d8+1 bludgeoning damage
11 CP +1 Full attack, 3d8+5 bludgeoning damage

Reach 5’
Fighting Space 5’ by 5’
Special Qualities
Keen Sight, Natural Musk [TN12]
Saves Fort +4 | Ref +0 | Will +0
Skills
Athletics +3
Perception +3
Stealth +4 (+8 in rocky or subterranean areas to avoid being seen)
Feats
Simple Weapon Specialist (Medium Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Improvised Weapon Proficiency (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Organization
Solitary, pair, clutch (1d4+1 troglodytes), warband (1 troglodyte champion plus 1d6+6 troglodytes), or tribe (2d10+20 troglodytes plus 40% noncombatants, 2d3 troglodyte champions, and 2d2 troglodyte whisperers of 6-8 HD)
Treasure
Tattered clothing, Medium Club, pouch with 1d2 WP in Copper pieces
Advancement
By Character Level

Champion

Towering and muscular at just more than seven feet tall, these warriors are looked upon by other members of a tribe as the prime physical specimens of the Troglodyte species. Due to this, champions are often elevated to rule over an entire tribe with impunity, much to the displeasure of the shadow speaking whisperers whom are also commonly rulers over tribes. Champions also gain one other great honor and privilege unique only to them; the use of a tribe's almost non-existent metal weaponry, allowed only to them because of the martial prowess demonstrated.

Bonus Feat A troglodyte champion receives the bonus feat Focused Saving Throw (Will).

Troglodyte Champion (Medium Sapient)

BV 21 HD 6d8+20 CHP 18 XHP 49 CP 13

STR	DEX	CON
17	12	16
INT	WIS	CHA
9	10	9

Structure Biped (Humanoid, possesses a tail)

Initiative +1

Defense 12 (+1 DEX, +1 Natural)

Touch 11 | Flat-footed 11

BAB +4

Grapple +7

Attack(s)

Bite (Melee)

2 CP +7 Light attack, 1d4+2 piercing damage (non-lethal) (no effect against armor)

3 CP +7 Standard attack, 1d4+1 piercing damage

5 CP +7 Heavy attack, 2d4+1 piercing damage

10 CP +7 Full attack, 3d4+5 piercing damage

Claws (Melee)

2 CP +7 Light attack, 1d4 slashing damage

3 CP +7 Standard attack, 1d4+3 slashing damage

5 CP +7 Heavy attack, 2d4+3 slashing damage

10 CP +7 Full attack, 3d4+7 slashing damage

Battle-axe (Melee)

3 CP +9 Light attack, 3d10/15-18 slashing damage

4 CP +9 Standard attack, 3d10+3/15-18 slashing damage

6 CP +9 Heavy attack, 3d10+3/15-18 slashing damage

11 CP +9 Full attack, 5d10+7/15-18 slashing damage

Javelin (Ranged)

30ft (60ft with feat)

5 CP +7 Throw attack, 2d6+2 piercing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Keen Sight, Natural Musk [TN16]

Saves Fort +8 | Ref +3 | Will +6

Skills

Athletics +8

Perception +4

Stealth +6 (+14 in rocky or subterranean areas to avoid being seen)

Feats

Toughness (Character gains +4 XHP and +2 CHP)

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Simple Weapon Specialist (one of the GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)

Focused Saving Throw (Will)

Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)

Brutal Throw (Character may add STR modifier (instead of DEX modifier) to attack rolls with thrown weapons. Also, when the weapon is thrown, its range increment is doubled.)

Axe Specialist (Character gains an additional +1 damage die when wielding a battle-axe, broadaxe, or hand axe, and also gains a +2 bonus to all attacks with axes.)

Power Throw (On the character's turn, before making any attacks, the character may choose to take a penalty on all thrown weapon attack rolls and add the same number as a bonus to all thrown weapon damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)

Organization

Solitary, warband (1 troglodyte champion plus 1d6+6 troglodytes), or tribe (2d10+20 troglodytes plus 40% noncombatants, 2d3 troglodyte champions, and 2d2 troglodyte whisperers of 6-8 HD)

Treasure

Tattered clothes, Battle-axe, Javelin, pouch with 1d2 WP in Gold pieces

Advancement

By Character Level

Scout

Serving in one of the more dangerous occupations in Troglodyte tribal society, these brave explorers seek to discover new land and note any hazards for their people. Indeed, scouts would rather lead perceived threats away from their home lands even at the cost of their own lives; if such is the price to protect one’s people. They tend to be looked upon with a level of favor by their peers, as few of them return from their adventures, having given their lives in the service of their fellow tribesmen.

Bonus Feat A troglodyte scout receives the bonus feat Focused Skill (Stealth).

Troglodyte, Scout (Medium Sapient)

BV18 **HD** 4d8+8 **CHP**14 **XHP** 26 **CP**13

STR	DEX	CON
12	14	14
INT	WIS	CHA
9	12	9

30ft (60 feat with feat)
5 CP +2 Throw attack, 2d6 piercing damage

Structure Biped (Humanoid, possesses a tail)

Initiative +2

Defense 13 (+2 DEX, +1 Natural)
Touch 12 | Flat-footed 11

BAB +3

Grapple +4

Attack(s)

Bite (Melee)

- 2 CP -1 Light attack, 1d4-2 piercing damage (non-lethal) (no effect against armor)
- 3 CP -1 Standard attack, 1d4+1 piercing damage
- 5 CP -1 Heavy attack, 2d4+1 piercing damage
- 10 CP -1 Full attack, 3d4+5 piercing damage

Claws (Melee)

- 2 CP +4 Light attack, 1d4-2 slashing damage (non-lethal) (no effect against armor)
- 3 CP +4 Standard attack, 1d4+1 slashing damage
- 5 CP +4 Heavy attack, 2d4+1 slashing damage
- 10 CP +4 Full attack, 3d4+5 slashing damage

Short Spear (Melee)

- 3 CP +4 Light attack, 2d6-3/14-18 piercing or 1d4+3/14-18 bludgeoning damage
- 4 CP +4 Standard attack, 2d6/14-18 piercing or 1d4+6/14-18 bludgeoning damage
- 6 CP +4 Heavy attack, 3d6/14-18 piercing or 2d4+6/14-18 bludgeoning damage
- 11 CP +4 Full attack, 4d6+4/14-18 piercing or 3d4+11/14-18 bludgeoning damage

Short Spear (improvised throwing weapon) (Ranged)

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Special Qualities

Keen Sight, Natural Musk [TN13]

Saves Fort +3 | Ref +6 | Will +2

Skills

- Acrobatics +4
- Athletics +3
- Perception +5
- Stealth +10 (+18 in rocky or subterranean areas to avoid being seen)

Feats

- Simple Weapon Specialist (GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)
- Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
- Skill Focus (Stealth)
- Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
- Brutal Throw (Character may add STR modifier (instead of DEX modifier) to attack rolls with thrown weapons. Also, when the weapon is thrown, its range increment is doubled.)

Quick Throw (Character can throw thrown weapons, grenades, and other objects for 3 CP. When a character throws for this reduced cost, the range increment is reduced by 5'.)

Organization

Solitary, pair, or scouting party (4d2)

Treasure

Tattered clothing, Short Spear, dried gourd (Mediocre Quality Water), pouch with dried meat strips

Advancement

By Character Level

Whisperer

Aptly named, these troglodytes are versed in the ways of speaking to the shadows. Due to this ability, they are often elevated to reverent status and put in a position of leadership over an entire tribe... assuming that an intra-tribal conflict for leadership between these mystics and a number of champions does not occur.

Troglodyte Whisperer (Medium Sapient)

BV15 HD7d8 CHP11 XHP31 ML180* CP13

STR	DEX	CON
11	10	11
INT	WIS	CHA
12	14	13

Structure Biped (Humanoid, possesses a tail)

Initiative +0

Defense 11 (+1 Natural)
Touch 10 | Flat-footed 11

BAB +5

Grapple +5

Attack(s)

Bite (Melee)

- 2 CP +0 Light attack, 1 piercing damage (non-lethal) (no effect against armor)
- 3 CP +0 Standard attack, 1d4 piercing damage
- 5 CP +0 Heavy attack, 2d4 piercing damage
- 10 CP +0 Full attack, 3d4+4 piercing damage

Claws (Melee)

- 2 CP +5 Light attack, 1 slashing damage (non-lethal) (no effect against armor)
- 3 CP +5 Standard attack, 1d4 slashing damage
- 5 CP +5 Heavy attack, 2d4 slashing damage
- 10 CP +5 Full attack, 3d4+4 slashing damage

Incantation(s)

(*Summon*, summon a shadow creature of Large size for 10 rounds with 4d8+7 HP, 15 CP, a DEF of 1d8+10, and a 1d6+2 melee attack bonus, 4d6 slashing damage, (see pg. 54-55 of the Modern Magika rulebook for more details), 8IP, 6 CP)

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Incantation User, Keen Sight, Natural Musk [TN13]

Saves Fort +2 | Ref +2 | Will +1

Skills

- Incantation (Shadow Control) +16
- Perception +4
- Speechcraft +12
- Stealth +4 (+8 in rocky or subterranean areas to avoid being seen)

Feats

- Simple Weapon Specialist (GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)
- Reciter (Shadow Control) (-1 to IP cost when creating incantation recipes of the selected language.)
- Speaker (Shadow Control) (-3 to IP cost when creating incantation recipes of the selected language.)
- Skill Focus (Incantation (Shadow Control))
- Skill Focus (Speechcraft)
- Orator (Shadow Control) (-5 to IP cost when creating incantation recipes of the selected language.)
- Focused Saving Throw (Will)
- Savant (Speechcraft)

Organization

Solitary or tribe (2d10+20 troglodytes plus 40% noncombatants, 2d3 troglodyte champions, and 2d2 troglodyte whisperers of 8-9 HD)

Treasure

Good quality robe or vestments

Advancement

By Character Level

*24 Mental Limit used for initial keeping of Incantation recipes, 28 recipes may be kept.

Unicorn

Upon first glance this creature merely appeared to be a lively blonde horse...until the horn protruding from its brow and the bit of goatee-like hair hanging off of its chin unmistakably revealed it as a unicorn.

Species Traits

A light load for a unicorn is up to 168 pounds; a medium load, 169–336 pounds; and a heavy load, 337–504 pounds. A unicorn can push, pull, or drag up to 1,680 pounds. A unicorn cannot fight while carrying a rider.

Charge If a unicorn moves at least 20 feet in a straight line and chooses to attack a creature along or in that path, it can make a single attack that inflicts piercing damage equivalent to a Full gore attack, using its attack bonus for its gore attack against a single creature along its path in a straight line. (The unicorn gains a +1 bonus both to hit and to the attack’s damage for every 10 feet traveled beyond the first 20 feet, up to a +5 bonus).

If the attack roll is successful, the unicorn may roll the damage, otherwise it misses and moves an additional 20 feet (not costing the additional Combat Points for movement) beyond its intended target in a straight line and can may attempt to use the attack against another single creature along its path. Regardless of whether or not the unicorn hits its intended target, if a creature is hit by the attack, it can make a Reflex Saving Throw (TN [result of the unicorn’s attack roll] – its Size modifier). If the Reflex Saving Throw is successful, the creature reduces by three-quarters (¾) (rounded down) the damage it would have otherwise suffered, and moves 5 feet out of the charging unicorn’s path in a direction of the targeted creature’s choosing. Moving out of the charge attack’s path does not provoke an Attack of Opportunity. If the creature is successfully hit by the unicorn’s charge, it must make a Fortitude Saving Throw (TN 10 + ½ the unicorn’s Hit Dice + its Strength modifier + its Size modifier to Grapple checks), or be moved 10 feet in the direction the unicorn is traveling toward and be knocked Prone. Being forcibly moved by the charge attack does not provoke an Attack of Opportunity.

The result of the first attack roll is used for the second attack or subsequent attacks of creatures within its path, and if the creature is attacked from one of its flanks or from behind it is considered Flat-Footed (if it can be Flat-Footed or flanked) and is not allowed to make a Reflex Saving Throw. If the creature can see the unicorn it merely uses its normal defense score and is allowed the Reflex Saving Throw. If the unicorn successfully hits its target it may also use its trample special ability (see below) if desired, but if it fails to hit, the unicorn is subject to an Attack of Opportunity. A charge attack may only be used once per round and may be used at the start of the next round, before any other combatant may act if the unicorn ended its turn while moving in a straight line for at least 20 feet.

Low-Light Vision Unicorns can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Scent This ability allows a unicorn to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trample An unicorn can trample creatures at least one size category or smaller for 2d6 plus 1.5 times its Strength modifier of bludgeoning damage just by moving into the spaces occupied by those creatures. This provokes an Attack of Opportunity against the unicorn, and creatures can attempt a Reflex Saving Throw (TN 10 + ½ the unicorn’s Hit Dice + the unicorn’s Strength modifier) to completely avoid the damage and move to a space of their choice outside of the unicorn’s trample. Moving out of the trample attack’s path does not provoke an Attack of Opportunity. Creatures that fail the Reflex Saving Throw take the damage, do not get to move out of the path of the unicorn’s trample, and must make a Fortitude Saving Throw (same TN as the Reflex Saving Throw) or are knocked Prone. This ability can be used or suppressed at will.

Unicorn (Large Animal)
BV 14 HD 3d8+6 CHP 14 XHP 19 CP 13

STR	DEX	CON
14	16	15
INT	WIS	CHA
2	12	10

Initiative +3
Defense 13 (+3 DEX, –1 Size)
Touch 12 | Flat-footed 9
BAB +2
Grapple +8

Attack(s)

Gore (Melee)
3 CP +3 Light attack, 1d8–3 piercing damage
4 CP +3 Standard attack, 1d8 piercing damage
6 CP +3 Heavy attack, 2d8 piercing damage
11 CP +3 Full attack, 3d8+4 piercing damage
Kick (Melee)
3 CP +3 Light attack, 1d4–1 bludgeoning damage
4 CP +3 Standard attack, 1d4+2 bludgeoning damage

6 CP +3 Heavy attack, 2d4+2 bludgeoning damage
11 CP +3 Full attack, 3d4+6 bludgeoning damage

Reach 5'
Fighting Space 10' by 10'

Special Qualities
Charge 3d8+(up to 9) [TN17 Fort] Low-Light Vision, Scent, Trample 2d6+4 [TN13], Run (1 CP per 20ft)
Saves Fort +5 | Ref +6 | Will +2

Skills
Acrobatics +6
Athletics +3
Perception +4 (+12 for scent-based checks)

Feats None
Organization
Domesticated, solitary, or herd (2d8+4)

Treasure
1 horn
Advancement
4–6 HD (Large)

Vampires

Creatures of the night, they look like a normal person—but notably paler—until the last moment before they strike. Sequestering themselves from the sun, they stay out of its telling rays, and away from running streams of water or from anything made of silver.

Species Traits

Vampires that are of the available player races retain any dominant or recessive traits and abilities that they possessed before becoming a vampire. If the individual in question already possessed a trait before becoming a vampire, and the ability or trait would be improved after becoming a vampire, it gains the improved effect(s).

Blood Drain A vampire can suck blood from a living victim with its fangs by making a successful grapple check and subsequent bite attack. If the vampire stays in Grapple with, or Pins its foe, it drains blood by using its bite attack (see grapple rules on pg. 78-79 of the Core Rulebook for more details) and can continue to do so until the hold (Grapple or Pin) on its victim is broken. The amount of bleed damage that the creature suffers in its turn, caused by the vampire's bite attack (after any applicable Damage Reductions), heals the vampire for that amount of Hit Points. Core Hit Points are regained first before Extended Hit Points. Most vampires (especially of the humanoid variety) bite a creature's neck in the attempt to drain blood, although, any part of a body with significant blood flow could be targeted. In the event that a creature possesses natural Damage Reduction (Piercing) or is wearing manufactured armor that would provide enough coverage (GM's decision) and applicable Damage Reduction (Piercing) to the part of the body that the vampire is trying to bite, and the armor or natural Damage Reduction would provide enough coverage and ability to stop the bite's piercing damage, the blood drain attempt is rendered completely ineffective.

Create Spawn A Sapient type creature slain as a direct result of a vampire's bite in conjunction with blood drain attack rises as a vampire. They gain all of the abilities and weaknesses of a vampire.

Damage Reduction 2/All Vampires ignores the first 2 points of damage dealt by any weapon.

Darkvision Vampires have Darkvision with a range of 60 feet.

Fast Healing 2 A vampire heals 2 points of damage each round so long as it has at least 1 Core Hit Point. If reduced to 0 Core Hit Points or lower, the vampire does not heal, and requires at least 3 units (24oz) of blood to raise its Core Hit Points back up to 1, at which point its Fast Healing will take over. Core Hit Points are regained first before Extended Hit Points.

Undead Vampires have the traits and immunities common to undead.

Weaknesses Vampires have several weaknesses, described below.

Direct Sunlight The merest sliver of sunlight or UV light deals 3d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude Saving Throw [TN20] or be consumed by fire and destroyed utterly. Flashlights that emit UV light deal 1d6 points of damage per round to a vampire.

Silver Silver weapons that deal slashing, piercing, or ballistic damage are extremely effective, dealing three times the normal amount of damage to a vampire.

The Thirst A vampire must deal at least 2 points of damage through its Blood Drain ability every day, or consume 2 units (16oz) of blood every day, or lose its Damage Reduction, Fast Healing, and Darkvision abilities, but keep all of its weaknesses. They also lose 1 Core Hit Point for every day they do not feed. A vampire gains its abilities back when it meet these requirements, and stops losing Core Hit Points.

Skill Bonuses Vampires receive a +8 species bonus on Perception, Presence, and Stealth checks (included in profile).

Hill Dwarf

Dwarven Vampire (Medium Undead)

BV 26 HD 2d12 CHP 18 XHP 24 CP 15

STR	DEX	CON
17	16	—
INT	WIS	CHA
12	10	12

Structure Biped (Humanoid)
Initiative +6
Defense 19 (+3 DEX, +6 Natural, +3 Misc [against one designated opponent])
Touch 13 | Flat-Footed 16
BAB +1
Grapple +4

Attack(s)

Bite (Melee)
2 CP +12 Light attack, 1d4–2 piercing damage
3 CP +12 Standard attack, 1d4+1 piercing damage
5 CP +12 Heavy attack, 2d4+1 piercing damage
10 CP +12 Full attack, 3d4+5 slashing damage
Slam (Melee)
2 CP +4 Light attack, 1d6 bludgeoning damage
3 CP +4 Standard attack, 1d6+3 bludgeoning damage
5 CP +4 Heavy attack, 2d6+3 bludgeoning damage
10 CP +4 Full attack, 3d6+7 bludgeoning damage
Hand Axe (Melee)
2 CP +4 Light attack, 2d6+5/15-18 slashing damage
3 CP +4 Standard attack, 2d6+8/15-18 slashing damage
5 CP +4 Heavy attack, 3d6+8/15-18 slashing damage
10 CP +4 Full attack, 4d6+12/15-18 slashing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blood Drain, Create Spawn, Damage Reduction (2/All), Darkvision 60', Fast Healing 2, Undead, Weaknesses
Saves Fort +0 | Ref +7 | Will +3
Skills
Acrobatics +5

Athletics +5
Craft (Mechanical) +6
Drive +4
Knowledge (Physical Sciences) +6
Linguistics (GM's choice) +1
Perception +12
Presence +13
Stealth +11

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Craft (Mechanical))
Skill Focus (Presence)
Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)
Skill Focus (Perception)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Focused Saving Throw (Reflex)

Organization
Solitary
Treasure
Casual Clothes, Sunglasses, Hand Axe, Tactical Sheath, Touring Motorcycle, 2d10 WP in cash
Advancement
By Character Level

High Elf

Elven Vampire (Medium Undead)

BV 21 HD 1d12 CHP 9 XHP 18 CP 20

STR	DEX	CON
13	18	—
INT	WIS	CHA
12	12	14

Perception +18
 Presence +14
 Speechcraft +7
 Spellschool (Illusion) +6
 Stealth +12

Structure Biped (Humanoid)**Initiative** +8**Defense** 20 (+4 DEX, +6 Natural, +3 Misc [against one designated opponent])

Touch 14 | Flat-Footed 16

BAB +0**Grapple** +1**Attack(s)****Bite (Melee)**

2 CP +12 Light attack, 1d4–3 piercing damage
 3 CP +12 Standard attack, 1d4 piercing damage
 5 CP +12 Heavy attack, 2d4 piercing damage
 10 CP +12 Full attack, 3d4+4 slashing damage

Slam (Melee)

2 CP +1 Light attack, 1d6–2 bludgeoning damage
 3 CP +1 Standard attack, 1d6+1 bludgeoning damage
 5 CP +1 Heavy attack, 2d6+1 bludgeoning damage
 10 CP +1 Full attack, 3d6+5 bludgeoning damage

Syringe Knife (Leeching Dagger)* (Melee)

2 CP +1 Light attack, 1d4–2 piercing damage
 3 CP +1 Standard attack, 1d4+1 piercing damage
 5 CP +1 Heavy attack, 2d4+1 piercing damage
 10 CP +1 Full attack, 3d4+5 piercing damage

Reach 5'**Fighting Space** 5' by 5'**Special Qualities**

Blood Drain, Create Spawn, Damage Reduction (2/All), Darkvision 60', Fast Healing 2, Undead, Weaknesses

Saves Fort+0 | Ref+7 | Will+3**Skills**

Acrobatics +9
 Athletics +6
 Drive +5
 Knowledge (Arcane Lore) +9
 Knowledge (Streetwise) +6
 Linguistics (GM's choice) +1
 Linguistics (GM's choice) +1

Feats

Practiced Stylist (–2 to CP cost when attacking with a stylus.)

Runic Stylist (GM's choice) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Skill Focus (Knowledge (Arcane Lore))

Exotic Melee Weapons Proficiency (Garrote and Throwing Knives/Stars) (Grants proficiency with the chosen weapons.)

Skill Focus (Presence)

Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)

Skill Focus (Perception)

Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)

Improved Initiative (Creature gains a +3 bonus to Initiative.)

Focused Saving Throw (Reflex)

Organization

Solitary

Treasure

High Quality Business Clothes, Sunglasses, Syringe Knife (Leeching Dagger), Ballpoint Cartridge Pen (4d8–2 spells worth of ink), 4d10 WP in cash

Advancement

By Character Level

*This weapon confers an immediate 2 bleed dice to any creature subject to bleed damage not protected by any armor or Damage Reduction that would otherwise defend against such.

Kandari

Kandari Vampire (Medium Undead)

BV39 HD9d12 CHP14 XHP96 CP18

STR	DEX	CON
15	18	—
INT	WIS	CHA
14	14	10

Structure Biped (Humanoid)
Initiative +7
Defense 20 (+4 DEX, +6 Natural, +3 Misc [against one designated opponent])
Touch 14 | Flat-Footed 16
BAB +4
Grapple +6

Attack(s)

Bite (Melee)
2 CP +12 Light attack, 1d4–2 piercing damage
3 CP +12 Standard attack, 1d4+1 piercing damage
5 CP +12 Heavy attack, 2d4+1 piercing damage
10 CP +12 Full attack, 3d4+5 slashing damage
Slam (Melee)
2 CP +6 Light attack, 1d6–1 bludgeoning damage
3 CP +6 Standard attack, 1d6+2 bludgeoning damage
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage
10 CP +6 Full attack, 3d6+6 bludgeoning damage
Survival Knife (Melee)
1 CP +6 Light attack, 1d4–1/14–18 slashing damage
2 CP +6 Standard attack, 1d4+2/14–18 slashing damage
4 CP +6 Heavy attack, 2d4+2/14–18 slashing damage
9 CP +6 Full attack, 3d4+6/14–18 slashing damage
Colt Government 70 (Ranged) (.38 Super) (SA)
35ft, 9r
6 CP +9 Single Shot attack, 3d4+3 ballistic damage
3 CP +3 Potshot attack, 3d4+3 ballistic damage
5 CP +1 Double Tap attack, 5d4+3 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Blood Drain, Create Spawn, Damage Reduction (2/All), Darkvision 60', Fast Healing 2, Undead, Weaknesses
Saves Fort+3 | Ref+11 | Will+8
Skills
Acrobatics +10
Athletics +10
Drive +8
Knowledge (Arcane Lore) +10

Knowledge (Civics) +8
Knowledge (Streetwise) +10
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Perception +16
Presence +12
Speechcraft +14
Stealth +16

Feats

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Speechcraft)
Skill Focus (Presence)
Evasion (When making a Reflex Saving Throw, character takes ¼ damage with a successful Saving Throw. Feat may only be used when wearing no armor, light armor, or medium armor.)
Skill Focus (Perception)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Improved Initiative (Creature gains a +3 bonus to Initiative.)
Focused Saving Throw (Reflex)
Simple Weapon Specialist (Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)
Organization
Solitary
Treasure
Casual Clothes, Overcoat, Sunglasses, Survival Knife (with Retractable upgrade), Colt Government 70, 3 9 round 1911 .38 magazines loaded with 9 rounds of .38 Super FMJ, Concealed Carry Holster, Entry Level Luxury Car, 3d10 WP in cash
Advancement
By Character Level

Wiener

As to how these things can even function, let alone hold the weapons they use is beyond you. Hopping and plopping around somehow, in some mysterious way, their equipment merely floats and works as if they had hands, and they are not even so disadvantaged due to such. This is perhaps the most ridiculous thing you have yet seen... a sentient hot dog?!

Species Traits

Despite have no discernible limbs or other extremities whatsoever, wieners can hold and manipulate items, objects, and weapons just like any other creature with hands, albeit eerily floating in midair.

Automatic Language Wieners read, speak, and write two languages of the GM's choice.

Good Buddies In combat wieners tend to become more skilled as more and more of them gather. An individual wiener gains an additional +1 bonus to its attacks for every 3 three other wieners, within its line of sight within 50 feet of it, up to a maximum bonus of +9.

Weaponry Enthusiast Despite the fact that the wieners have no discernible limbs, and perhaps due to whatever strange method they use to hold objects, most wieners somehow have at least a basic understanding in the use of most weaponry. Wieners count as having all of the basic proficiency feats for every category of weaponry, thus eliminating the –4 penalty for the lack of proficiency (and the –2 penalty for improvised weapons) with categories of weapons that require them. Feats beyond the basic proficiency feats may be acquired as per the rules presented in the

Core Rulebook and as if the basic proficiency feat prerequisite had been met, with all of their bonuses applied as they normally would be.

Wiener (Medium Sapient)

BV 8 HD 2d8+2 CHP 7 XHP 11 CP 14

STR	DEX	CON
12	12	12
INT	WIS	CHA
10	10	10

Structure Special (Link sausage or “hot dog” shaped)

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +2

Attack(s)

Acme Service Micro Guard (Ranged) (9x19mm) (PA)

20ft, 9r

7 CP +3 Single Shot attack, 2d6 ballistic damage

4 CP -3 Potshot attack, 2d6 ballistic damage

6 CP +0 Double Tap attack, 3d6 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Good Buddies, Weaponry Enthusiast

Saves Fort +1 | Ref +4 | Will +0

Skills

Acrobatics +3

Athletics +2

Perception +3

Stealth +2

Feats

(A feat of the GM's choice)

(A feat of the GM's choice)

Organization

Solitary or group (3d3+1)

Treasure

Determined by GM

Advancement

Acme Service Micro Guard, 3 9 round magazines loaded with 9 rounds of 9x19mm FMJ

Wiener (Medium Sapient)

BV 11 HD 2d8+2 CHP 7 XHP 11 CP 14

STR	DEX	CON
12	12	12
INT	WIS	CHA
10	10	10

Structure Special (Link sausage or “hot dog” shaped)

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +2

Attack(s)

Acme Riot Resolver (Ranged) (12 Gauge) (Pump)

45ft, 4r, not affected by Error Range due to ammunition.

7 CP +3 Single Shot attack, 5d6 ballistic damage

3 CP -3 Potshot attack, 5d6 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities

Good Buddies, Weaponry Enthusiast

Saves Fort +1 | Ref +4 | Will +0

Skills

Acrobatics +3

Athletics +2

Perception +3

Stealth +2

Feats

(A feat of the GM's choice)

(A feat of the GM's choice)

Organization

Solitary or group (3d3+1)

Treasure

Determined by GM

Advancement

Acme Riot Resolver (with a Combat Cut Smoothbore Barrel and a Fixed Stock), 20 loose rounds of 12 Gauge 00 Buckshot shells

Wyverns

A mighty roar accompanied by a large shadow overhead heralds the appearance of this draconic beast. It lands nearby, standing upright and with its arms themselves forming into a pair of capable wings. The red-scaled beast bares its teeth in a magnanimous display of dominance, as if to symbolize that it rivals the power and ferocity of some of its purer draconic kin. Despite their magnanimous displays, these creatures are actually more amicable (if rude) towards Sapient members of its draconic family.

Species Traits

For the purposes of Called Shot attacks, a wyvern's head, legs, and tail count as being protected by its natural armor. Wyvern coloration varies depending on the location of its origin. Red, reddish brown, black, and sandy brown are the most common colors, with hues of darker grays or grayish browns being the rarer colors. Wyverns normally stand “upright” (as opposed to other dragons that are quadrupedal), but can assume a quadrupedal stance similar to a bat or a pterosaur (i.e. a pteranodon). For the purposes of Carrying Capacity, a wyvern counts as a biped while standing bipedal and as a quadruped while in its quadrupedal stance. Wyverns have a tri-dactyl claw at the crest of their winged arms which is used for manipulating objects but is of lesser use for attacking. Wyverns are varied in that some possess a potent venomous bite while others possess the ability to project fireballs from their mouths. To determine if an adult wyvern has the fireball breath weapon, or a venomous bite, roll a d%. If the result is 1-50 the wyvern has the

fireball breath weapon, if the result 51-00 the wyvern has a venomous bite.

Automatic Language A wyvern can learn or be taught to speak and understand (but neither read nor write) one language, plus its Intelligence modifier (minimum 1), common to the area in which it resides.

Breath Weapon Some adult wyverns have the natural ability to project fire. Once every 1d6+2 rounds, for 7 Combat Points, an adult wyven can breathe a fireball with a maximum range of 100 feet at an individual target or a single square for 4d8+4 fire damage. If a wyvern targets a single square, it need not make an attack roll. If the wyvern is targeting an individual creature or an object, it must make a Ranged attack roll using its ranged attack modifier (BAB + DEX modifier + applicable size modifiers). If the attack roll is successful, the target is hit and immediately catches on fire if it suffers more than 4 points of damage (after applicable fire Resistance). The fireball also explodes outward in a 15-foot blast radius after it hits something, whether it be an individual creature, object, or the ground or wall. (A targeted creature that is directly hit by the fireball does not get to roll a Reflex Saving Throw). If any other creatures are within this affected area they may make a Reflex Saving Throw for half damage and to avoid catching on fire. If selected, this ability adds 10 BV to the wyvern’s BV.

If the fireball misses its target it continues until it reaches the limit of its range, or it goes through a square occupied by a creature. If the fireball does go through an occupied square, the result of the wyvern’s initial attack roll is used to see if it collides with the creature, which is considered Flat-Footed. If the result is successful the creature is hit and all of the effects of the attack occur as is proper. The Reflex Saving Throw TN is equal to (10 + ½ the wyvern’s HD + its Constitution modifier).

Damage Reduction Wyverns have an amount of Damage Reduction listed in their profile.

Darkvision Wyverns can see in the dark up to 60 feet increasing to 90 feet for an adult wyvern. Darkvision is black and white only, but it is otherwise like normal sight, and wyverns can function with no light at all.

Dragon Wyverns have the traits and immunities common to dragons.

Poison Some adult wyverns, instead of possessing a fireball breath weapon, are venomous and inject venom with a successful bite attack that causes the target to suffer bleed damage (after applicable piercing Damage Reduction) (manufactured armors or Abjuration spells with piercing damage reduction negate). The victim must succeed on a Fortitude Saving Throw or take 1d6 points of temporary Strength damage. If the target fails the first Fortitude Saving Throw, a second Fortitude Saving Throw must be made 1 minute (10 rounds) later to negate 1d6 points of temporary Dexterity damage. The Saving Throw TN for both Saving Throws is equal to (10 + ½ the wyvern’s Hit Dice + its Constitution modifier). A wyvern with venom is immune to its own venom and the venom of other wyverns. If selected, this ability adds 4 BV to the wyvern’s BV.

Scent This ability allows a wyvern to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Adolescent Wyvern (Large Dragon)
BV 28 HD 5d12+20 CHP 20 XHP 52 CP 16

STR	DEX	CON	4 CP +12 Standard attack, 1d6+9 bludgeoning damage 6 CP +12 Heavy attack, 2d6+9 bludgeoning damage 11 CP +12 Full attack, 3d6+13 bludgeoning damage
28	14	18	
INT	WIS	CHA	
5	13	9	

Structure Special (“Bipedal”, with the arms acting as wings, possesses a tail)
Initiative +2
Defense 15 (+2 DEX, –1 Size, +4 Natural)
Touch 11 | Flat-footed 13
BAB +5
Grapple +18

Attack(s)

Bite (Melee)
3 CP +12 Light attack, 2d6+6 piercing damage
4 CP +12 Standard attack, 2d6+9 piercing damage
6 CP +12 Heavy attack, 3d6+9 piercing damage
11 CP +12 Full attack, 4d6+13 piercing damage
Claws (Melee)
3 CP +7 Light attack, 1d4+1 slashing damage
4 CP +7 Standard attack, 1d4+4 slashing damage
6 CP +7 Heavy attack, 2d4+4 slashing damage
11 CP +7 Full attack, 3d4+8 slashing damage
Tail Whip (Melee)
3 CP +12 Light attack, 1d6+6 bludgeoning damage

Reach 10’
Fighting Space 10’ by 10’
Special Qualities
Damage Reduction (10/Piercing, Slashing, 8/Bludgeoning, 4/Ballistic),
Darkvision 60’, Dragon, Scent, Fly (1 CP per 20ft) (Good)
Saves Fort +8 | Ref +6 | Will +5
Skills
Acrobatics +6
Athletics +7
Perception +9 (+17 for scent-based checks)
Presence +3 (can only be used to Intimidate or Terrify)
Feats
Skill Focus (Acrobatics)
Skill Focus (Perception)
Organization
Solitary, pair, or flight (3d2)
Treasure
1d8 matte wyvern scales, 2d8 teeth
Advancement
6-10 HD (Large)

Adult Wyvern (Huge Dragon)

BV 60* HD 11d12+46 CHP 39 XHP 117 CP 15

STR	DEX	CON
36	12	22
INT	WIS	CHA
9	14	9

Structure Special ("Bipedal", with the arms acting as wings, possesses a tail)

Initiative +1

Defense 19 (+1 DEX, -2 Size, +8 Natural)

Touch 9 | Flat-footed 18

BAB +11

Grapple +32

Attack(s)

Bite (Melee)

3 CP +22 Light attack, 2d8+10 piercing damage

4 CP +22 Standard attack, 2d8+13 piercing damage

6 CP +22 Heavy attack, 3d8+13 piercing damage

11 CP +22 Full attack, 4d8+17 piercing damage

Claws (Melee)

3 CP +17 Light attack, 1d6+4 slashing damage

4 CP +17 Standard attack, 1d6+7 slashing damage

6 CP +17 Heavy attack, 2d6+7 slashing damage

11 CP +17 Full attack, 3d6+11 slashing damage

Tail Whip (Melee)

3 CP +22 Light attack, 1d10+10 bludgeoning damage

4 CP +22 Standard attack, 1d10+13 bludgeoning damage

6 CP +22 Heavy attack, 2d10+13 bludgeoning damage

11 CP +22 Full attack, 3d10+17 bludgeoning damage

Reach 10' (15' with bite or 20' with tail whip)

Fighting Space 15' by 15'

Special Qualities

Damage Reduction (18/Ballistic, Bludgeoning, Piercing, Slashing, 8/Ba. Piercing), Darkvision 90', Dragon, Scent, Fly (1 CP per 25ft) (Good)

Saves Fort +13 | Ref +8 | Will +9

Skills

Acrobatics +14

Athletics +21

Perception +18 (+26 for scent-based checks)

Presence +10 (can only be used to Intimidate or Terrify)

Feats

Skill Focus (Acrobatics)

Skill Focus (Perception)

Power Attack (On the creature's turn, before making any attacks, the creature may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the creature's BAB. The penalty on attacks and bonus on damage applies until the creature's next turn.)

Organization

Solitary, pair, flight (3d2), or clutch (2 adult wyverns plus 1d4+2 adolescent wyverns)

Treasure

2d8 matte wyvern scales, 2d10 teeth

Advancement

12-28 HD (Huge)

*Battle Value varies based on whether the wyvern possesses the fireball or poison bite abilities.

Zombies, Assortment

These shambling corpses walk upright and craving flesh from most things. Despite their slow nature, they are very dangerous in packs.

Species Traits

For the purposes of damage, zombies add 1.5x their STR modifier to their slam attacks.

Headshot Any successful attack aimed at the head of a zombie causes a Critical Strike, even though zombies are normally immune to Critical Strikes.

A successful Critical Strike that inflicts an amount of damage at least a third or more of the zombie's remaining Core Hit Points (rounded up) kills a zombie instantly. If the attack inflicts less than one third of a zombie's remaining Core Hit Points, the damage is dealt as normal.

Undead Zombies have the traits and immunities common to undead.

Adolescent Draconic Turtle

For the purposes of Called Shot attacks, an adolescent draconic turtle zombie's head and other extremities do not count as being protected by its natural armor (its Damage Reduction from noted damage types still apply). A draconic turtle zombie can only move a maximum of 20 feet per turn while on land regardless of whether it would have the Combat Points available to move farther. An adolescent draconic turtle zombie loses its species bonuses to Athletics and Stealth checks in water. However, it still does not risk drowning in water. For the purposes of damage, a zombified draconic turtle adds 2x its STR modifier to its bite attack.

Aquatic Draconic turtle zombies can move in water without making Athletics checks and cannot drown in water. Draconic turtle zombies are also amphibious and can breathe in non-aquatic environments with proper oxygen levels.

Damage Reduction 7/Bludgeoning, Piercing, Slashing An adolescent draconic turtle zombie ignores the first 7 points of damage dealt by any bludgeoning, piercing, or slashing weapon.

Damage Reduction 4/Ballistic An adolescent draconic turtle zombie ignores the first 4 points of damage dealt by any ballistic weapon.

Damage Reduction 1/Ballistic Piercing An adolescent draconic turtle zombie ignores the first 1 point of damage dealt by any ballistic piercing weapon.

Darkvision Adolescent draconic turtle zombies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.

Tough Shell When the torso region of a draconic turtle is hit by an attack, its effective Damage Reduction values are doubled. The effect of its shell does not apply to other regions of its body.

Draconic Turtle Zombie (Large Undead)

BV 42 HD 10d12+4 CHP 31 XHP 69 CP 7

STR	DEX	CON
24	10	—
INT	WIS	CHA
—	10	1

Structure Quadruped (possesses 4 flippers that act as locomotive limbs)

Initiative +0

Defense 16 (–1 Size, +7 Natural)

Touch 9 | Flat-footed 16

BAB +5

Grapple +16

Attack(s)

Bite (Melee)

3 CP +11 Light attack, 2d6+11 piercing damage

4 CP +11 Standard attack, 2d6+14 piercing damage

6 CP +11 Heavy attack, 3d6+14 piercing damage

Slam (Melee)

3 CP +11 Light attack, 1d6+4 bludgeoning damage

4 CP +11 Standard attack, 1d6+7 bludgeoning damage

6 CP +11 Heavy attack, 2d6+7 bludgeoning damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Aquatic, Damage Reduction (7/Bludgeoning, Piercing, Slashing, 4/Ballistic, 1/Ba. Piercing), Darkvision 60', Dragon, Headshot, Scent, Tough Shell, Undead, can only move or attack in a turn, Swim (1 CP per 5ft),

Saves Fort +3 | Ref +3 | Will +7

Skills None

Feats

Toughness (Creature gains +4 XHP and +2 CHP.)

Organization

Solitary

Treasure

Anything the deceased had during death.

Advancement None

Adolescent Green Dragon

For the purposes of Called Shot attacks, a dragon's head, legs, and tail count as being protected by its natural armor. An adolescent green dragon zombie loses the use of its breath weapon and its swallow whole special ability. For the purposes of damage, a zombified adolescent green dragon adds 1.5x its STR modifier to its tail whip attack.

Damage Reduction 10/Piercing, Slashing An adolescent green dragon zombie ignores the first 10 points of damage dealt by any piercing or slashing weapon.

Damage Reduction 7/Bludgeoning An adolescent green dragon zombie ignores the first 7 points of damage dealt by any bludgeoning weapon.

Damage Reduction 6/Ballistic An adolescent green dragon zombie ignores the first 6 points of damage dealt by any ballistic weapon.

Damage Reduction 3/Ballistic Piercing An adolescent green dragon zombie ignores the first 3 points of damage dealt by any ballistic piercing weapon.

Darkvision Adolescent green dragon zombies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.

Green Dragon Zombie (Large Undead)

BV 50 HD 14d12+4 CHP 43 XHP 95 CP 9

STR	DEX	CON
40	10	—
INT	WIS	CHA
—	10	1

Structure Quadruped (possesses a tail and 2 wings)

Initiative +0

Defense 18 (–1 Size, +9 Natural)

Touch 9 | Flat-footed 18

BAB +7

Grapple +19

Attack(s)

Bite (Melee)

3 CP +21 Light attack, 2d6+12 piercing damage

4 CP +21 Standard attack, 2d6+15 piercing damage

6 CP +21 Heavy attack, 3d6+15 piercing damage

Claws (Melee)

3 CP +16 Light attack, 1d8+12 slashing damage

4 CP +16 Standard attack, 1d8+15 slashing damage

6 CP +16 Heavy attack, 2d8+15 slashing damage

Tail Whip (Melee)

3 CP +16 Light attack, 1d6+19 bludgeoning damage

4 CP +16 Standard attack, 1d6+22 bludgeoning damage

6 CP +16 Heavy attack, 2d6+22 bludgeoning damage

Reach 5' (10' with bite or tail whip)

Fighting Space 10' by 10'

Special Qualities

Damage Reduction (10/Piercing, Slashing, 7/Bludgeoning, 6/Ballistic, 3/Ba. Piercing), Darkvision 60', Dragon, Headshot, Undead, can only move or attack in a turn, Fly (1 CP per 10ft) (Clumsy)

Saves Fort +4 | Ref +4 | Will +9

Skills None

Feats

Toughness (Creature gains +4 XHP and +2 CHP.)

Organization

Varies

Treasure

Anything the deceased had during death.

Advancement None

Brutish Cyclops

Brutish Cyclops Zombie (Large Undead)

BV 32 HD 12d12+4 CHP 37 XHP 82 CP 7

STR	DEX	CON
30	5	—
INT	WIS	CHA
—	10	1

Initiative -3

Defense 11 (-3 DEX, -1 Size, +5 Natural)

Touch 6 | Flat-footed 11

BAB +6

Grapple +20

Attack(s)

Bite (Melee)

3 CP +10 Light attack, 1d4+2 piercing damage

4 CP +10 Standard attack, 1d4+5 piercing damage

6 CP +10 Heavy attack, 2d4+5 piercing damage

Gore (Melee)

3 CP +10 Light attack, 1d6+7 piercing damage

4 CP +10 Standard attack, 1d6+10 piercing damage

6 CP +10 Heavy attack, 2d6+10 piercing damage

Slam (Melee)

3 CP +15 Light attack, 1d6+12 bludgeoning damage

4 CP +15 Standard attack, 1d6+15 bludgeoning damage

6 CP +15 Heavy attack, 2d6+15 bludgeoning damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Headshot, Undead, can only move or attack in a turn

Saves Fort +4 | Ref +1 | Will +8

Skills None

Feats

Toughness (Creature gains +4 XHP and +2 CHP.)

Organization

Varies

Treasure

Anything the deceased had during death.

Advancement None

Ogre

Ogre Zombie (Large Undead)

BV 21 HD 8d12+4 CHP 25 XHP 52 CP 7

STR	DEX	CON
23	6	—
INT	WIS	CHA
—	10	1

Initiative -1

Defense 10 (-2 DEX, -1 Size, +3 Natural)

Touch 7 | Flat-footed 10

BAB +4

Grapple +14

Attack(s)

Bite (Melee)

3 CP +5 Light attack, 1d4 piercing damage

4 CP +5 Standard attack, 1d4+3 piercing damage

6 CP +5 Heavy attack, 2d4+3 piercing damage

Slam (Melee)

3 CP +10 Light attack, 1d6+6 bludgeoning damage

4 CP +10 Standard attack, 1d6+9 bludgeoning damage

6 CP +10 Heavy attack, 2d6+9 bludgeoning damage

Reach 10'

Fighting Space 10' by 10'

Special Qualities

Headshot, Undead, can only move or attack in a turn

Saves Fort +2 | Ref -1 | Will +6

Skills None

Feats

Toughness (Creature gains +4 XHP and +2 CHP.)

Organization

Varies

Treasure

Anything the deceased had during death.

Advancement None

Troglodyte

Troglodyte Zombie (Medium Undead)

BV 7 HD 2d12+4 CHP 7 XHP 17 CP 7

STR	DEX	CON
15	8	—
INT	WIS	CHA
—	10	1

Initiative -1
Defense 11 (-1 DEX, +2 Natural)
Touch 9 | Flat-footed 11
BAB +1
Grapple +3

Attack(s)

Bite (Melee)
2 CP +3 Light attack, 1d4-1 piercing damage (no effect against armor)
3 CP +3 Standard attack, 1d4+2 piercing damage
5 CP +3 Heavy attack, 2d4+2 piercing damage
Claws (Melee)
2 CP +3 Light attack, 1d4-1 slashing damage (no effect against armor)
3 CP +3 Standard attack, 1d4+2 slashing damage

5 CP +3 Heavy attack, 2d4+2 slashing damage
Slam (Melee)
2 CP +3 Light attack, 1d6 bludgeoning damage
3 CP +3 Standard attack, 1d6+3 bludgeoning damage
5 CP +3 Heavy attack, 2d6+3 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities
Headshot, Undead, can only move or attack in a turn
Saves Fort+0 | Ref-1 | Will+3
Skills None
Feats
Toughness (Creature gains +4 XHP and +2 CHP.)
Organization
Varies
Treasure
Anything the deceased had during death.
Advancement None

Chapter III

NPCs and Antagonists

The following are various premade NPCs and antagonists. They usually follow the standard character creation rules.

A * in the Skills listing indicates a skill taken with starting occupation.

A ** in the Skills listing indicates a skill that is both a focused skill and a skill taken with an NPC's starting occupation.

A § in the Skills listing indicates a skill that takes advantage of a Synergy provided by a relevant Knowledge category (see pg. 30-31 of the Core Rulebook for more details).

A parenthetical notation "(+)" next to the listing for a skill modifier indicates the original skill modifier value before Armor Penalties or other conditional adjustments.

Any armors listed in NPC equipment listings that listed with MOLLE attachments ARE ASSUMED TO HAVE BEEN UPGRADED WITH THE ADDITIONAL FITTINGS NECESSARY TO HOLD THE ATTACHMENTS despite the additional fittings not being listed.

Weapons referred to by a modifier in the title (i.e. Rock Club or Hardwood Club) possesses the damage bonuses and/or penalties (already denoted in profile) conferred by the material as listed in Modern Magika (see pp. ## for more details). Weapons without the aforementioned titles are assumed to function as normally listed.

Stone Age to Metal Age

Dragonbreed Nomad (Character Level 1)

Nomad (Medium Dragonbreed)

BV11 LVL1 CHP16 XHP10 CP13

STR	DEX	CON
15	12	13
INT	WIS	CHA
9	10	7

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +3

Attack(s)

Claws (Melee)

2 CP +3 Light attack, 1d4-1 slashing damage
3 CP +3 Standard attack, 1d4+2 slashing damage
5 CP +3 Heavy attack, 2d4+2 slashing damage
10 CP +3 Full attack, 3d4+6 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 4d2 acid damage, [TN10 Ref] half damage, [TN14 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Hardwood Heavy Club (Melee)

2 CP +3 Light attack, 1d10+1 bludgeoning damage
3 CP +3 Standard attack, 1d10+4 bludgeoning damage
5 CP +3 Heavy attack, 2d10+4 bludgeoning damage
10 CP +3 Full attack, 3d10+8 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +2 | Ref +1 | Will +4

Armor

(DR 3/Acid)

Skills

Athletics +4
Craft (Structural) +2
Knowledge (Streetwise) +1
Perception +3

Feats

Focused Saving Throw (Will)
Simple Weapon Specialist (Heavy Club) (-1 to CP cost when attacking with the chosen simple weapon.)

Organization

Solitary, pair, scouting party (1d4+2), warband (1d10+2), or tribe (2d10+20 plus 30% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Hardwood Heavy Club, dried gourd (Mediocre Quality Water), location specific dried meat strips

Dwarven Caveman (Character Level 1)

Caveman (Medium Cave Dwarf)

BV 3 LVL 1 CHP 23 XHP 13 CP 12

STR	DEX	CON
16	10	15
INT	WIS	CHA
10	12	8

Initiative +0
Defense 10
Touch 10 | Flat-footed 10
BAB +1
Grapple +4

Attack(s)

Rock Knife (Melee)
1 CP +4 Light attack, 1d4–3 slashing damage
2 CP +4 Standard attack, 1d4 slashing damage
4 CP +4 Heavy attack, 2d4 slashing damage
9 CP +4 Full attack, 3d4+4 slashing damage
Rock Medium Club (Melee)
2 CP +4 Light attack, 1d8+5 bludgeoning damage
3 CP +4 Standard attack, 1d8+8 bludgeoning damage

5 CP +4 Heavy attack, 2d8+8 bludgeoning damage

10 CP +4 Full attack, 3d8+12 bludgeoning damage
Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +3 (+8 against disease and poison) | Ref +0 | Will +1
Armor
None
Skills
Athletics +7
Craft (Structural) +2
Perception +7
Presence +4
Stealth +2
Feats
Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Perception)
Simple Weapon Specialist (Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary, pair, scouting party (1d4+2), warband (6d2), or clan (3d10+20 plus 30% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Rock Knife, Rock Medium Club, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Location or faction specific clothing, Small Waist Pack, Rock Knife, Rock Short Spear, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Human/Terran Fledgling (Character Level 1)

Fledgling (Medium Human/Terran)

BV 3 LVL 1 CHP 13 XHP 8 CP 15

STR	DEX	CON
12	12	11
INT	WIS	CHA
9	9	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +1
Grapple +2

Attack(s)

Rock Knife (Melee)
2 CP +2 Light attack, 1d4-5/14-18 slashing damage
3 CP +2 Standard attack, 1d4-2/14-18 slashing damage
5 CP +2 Heavy attack, 2d4-2/14-18 slashing damage
10 CP +2 Full attack, 3d4+2/14-18 slashing damage
Light Club (Melee)
2 CP +2 Light attack, 1d6-2/14-18 bludgeoning damage
3 CP +2 Standard attack, 1d6+1/14-18 bludgeoning damage
5 CP +2 Heavy attack, 2d6+1/14-18 bludgeoning damage
10 CP +2 Full attack, 3d6+5/14-18 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +1 | Ref +2 | Will -1
Armor
None
Skills
Acrobatics +4
Athletics +5
Knowledge (Streetwise) +1
Perception +3
Ride +1
Stealth +2

Feats
Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)
Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)
Skill Focus (Athletics)
Organization
Solitary, team (1d2+1), scouting party (1d4+3), warband (1d8+6), or tribe (2d10+20 plus 30% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Light Club, Rock Knife, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Kobold Runt (Character Level 1)

Runt (Small Kobold)

BV 2 LVL 1 CHP 8 XHP 8 CP 18

STR	DEX	CON
8	14	10
INT	WIS	CHA
10	8	7

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +1

Grapple -4

Attack(s)

Rock Knife (Melee)

1 CP -1 Light attack, 1d4-7/14-18 slashing damage

2 CP -1 Standard attack, 1d4-4/14-18 slashing damage

4 CP -1 Heavy attack, 2d4-4/14-18 slashing damage

9 CP -1 Full attack, 3d4/14-18 slashing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Scent

Saves Fort +1 | Ref +3 | Will -1

Armor

None

Skills

Acrobatics +7

Knowledge (Streetwise) +1

Perception +3 (+7 for scent-based checks)

Stealth +11

Feats

Simple Weapon Specialist (Knife) (-1 to CP cost when attacking with the chosen simple weapon.)

Skill Focus (Stealth)

Organization

Solitary, team (2d2), scouting party (2d2+4), warband (1d6+9), or tribe (3d10+30 plus 40% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Rock Knife, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Orcish Tribal (Character Level 2)

Tribal (Medium Plains Orc)
BV 5 LVL 2 CHP 16 XHP 17 CP 14

STR	DEX	CON
15	12	13
INT	WIS	CHA
9	8	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d4-1 bludgeoning damage (lethal or non-lethal)
3 CP +4 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
5 CP +4 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
10 CP +4 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)
Glass Knife (Melee)
40% chance of breakage after attacking.
1 CP +4 Light attack, 1d4+3/14-18 slashing damage
2 CP +4 Standard attack, 1d4+6/14-18 slashing damage
4 CP +4 Heavy attack, 2d4+6/14-18 slashing damage
9 CP +4 Full attack, 3d4+10/14-18 slashing damage
Medium Club (Melee)
2 CP +4 Light attack, 1d8-1/14-18 bludgeoning damage
3 CP +4 Standard attack, 1d8+2/14-18 bludgeoning damage
5 CP +4 Heavy attack, 2d8+2/14-18 bludgeoning damage
10 CP +4 Full attack, 3d8+6/14-18 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +1 | Will +1
Armor
None
Skills
Acrobatics +2
Athletics +9
Craft (Structural) +2
Knowledge (Streetwise) +2
Perception +4
Stealth +2

Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Simple Weapon Specialist (Knife) (-1 to CP cost when attacking with the chosen simple weapon.)
Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)
Skill Focus (Perception)
Skill Focus (Athletics)
Organization
Solitary, gang (1d3+1), warband (1d10+10), or tribe (2d10+20 plus 30% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Medium Club, Glass Knife, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Sslythen Nomad (Character Level 1)

Nomad (Medium Sslythen)

BV 16 LVL 1 CHP 13 XHP 11 CP 14

STR	DEX	CON
14	13	12
INT	WIS	CHA
9	12	10

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +3

Attack(s)

Tail Whip (Melee)

2 CP +3 Light attack, 1d8-1 bludgeoning damage

3 CP +3 Standard attack, 1d8+2 bludgeoning damage

5 CP +3 Heavy attack, 2d8+2 bludgeoning damage

10 CP +3 Full attack, 3d8+6 bludgeoning damage

Rock Knife (Melee)

1 CP +3 Light attack, 1d4-4/14-18 slashing damage

2 CP +3 Standard attack, 1d4-1/14-18 slashing damage

4 CP +3 Heavy attack, 2d4-1/14-18 slashing damage

9 CP +3 Full attack, 3d4+3/14-18 slashing damage

Bone Short Spear (Melee)

3 CP +3 Light attack, 2d6-1/15-18 piercing or 1d4-7 bludgeoning damage

4 CP +3 Standard attack, 2d6+2/15-18 piercing or 1d4-4 bludgeoning damage

6 CP +3 Heavy attack, 3d6+2/15-18 piercing or 2d4-4 bludgeoning damage

11 CP +3 Full attack, 4d6+6/15-18 piercing or 3d4 bludgeoning damage

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Special Qualities Fast Healing, Low-Light Vision, Regeneration

Saves Fort +2 | Ref +1 | Will +1

Armor

None

Skills

Athletics +6

Craft (Structural) +1

Knowledge (Streetwise) +1

Perception +3

Feats

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Simple Weapon Specialist (Knife) (-1 to CP cost when attacking with the chosen simple weapon.)

Organization

Solitary, pair, scouting party (1d4+2), warband (1d10+2), or tribe (2d10+20 plus 30% noncombatants)

Possessions

Location or faction specific clothing, Small Waist Pack, Bone Short Spear, Rock Knife, Concealed Sheath, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Metal Age to Medieval Age

Dragonbreed Gladiator (Adventurer) (Character Level 3)

Gladiator (Medium Dragonbreed)

BV 41 LVL 3 CHP 16 XHP 24 CP 13 (1 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	10	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX, +2 Misc [against Melee attacks])
Touch 11 | Flat-footed 11
BAB +3
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4-1 slashing damage
3 CP +5 Standard attack, 1d4+2 slashing damage
5 CP +5 Heavy attack, 2d4+2 slashing damage
10 CP +5 Full attack, 3d4+6 slashing damage
Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 7d2 fire damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) catch fire for 1d4 fire damage per round for 1d3+1 rounds on a failed Fortitude Saving Throw.
Iron Short Spear (Melee)
3 CP +5 Light attack, 2d6/14-18 piercing or 1d4/14-18 bludgeoning damage
4 CP +5 Standard attack, 2d6+3/14-18 piercing or 1d4+3/14-18 bludgeoning damage
6 CP +5 Heavy attack, 3d6+3/14-18 piercing or 2d4+3/14-18 bludgeoning damage
11 CP +5 Full attack, 4d6+7/14-18 piercing or 3d4+7/14-18 bludgeoning damage
Copper Shortsword (Melee)
2 CP +5 Light attack, 2d3-2/15-18 piercing damage
3 CP +5 Standard attack, 2d3+1/15-18 piercing damage
5 CP +5 Heavy attack, 3d3+1/15-18 piercing damage
10 CP +5 Full attack, 4d3+5/15-18 piercing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +3 Light attack, 1d3-1 bludgeoning damage
3 CP +3 Standard attack, 1d3+2 bludgeoning damage

5 CP +3 Heavy attack, 2d3+2 bludgeoning damage
10 CP +3 Full attack, 3d3+6 bludgeoning damage
Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +2 | Will +2
Armor
(DR 3/Fire)
Copper Scaled Linothorax (6/Piercing, 3/Slashing, 1/Bludgeoning; AP 56)
Lacquered Wood Helmet (2/Bludgeoning, Slashing; AP 9)
Skills
**Acrobatics +5 (+7)
**Athletics +6 (+8)
Craft (Structural) +2
Knowledge (Tactics) +2
Perception +6
Presence +4
Ride +4
Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khopesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Evasive Martial Arts (The character gains a +2 Dodge bonus to DEX against melee attacks.)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)
Organization
Solitary or pair

Possessions

Location or faction specific clothing, Small Waist Pack, Copper Scaled Linothorax, Lacquered Wood Helmet, Iron Short Spear, Copper Shortsword, Light Wood Shield, Tactical Sheath

Dragonbreed Longbowman (Adventurer) (Character Level 2)

Longbowman (Medium Dragonbreed)

BV 25 LVL 2 CHP 15 XHP 16 CP 13

STR	DEX	CON
14	14	12
INT	WIS	CHA
10	10	8

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +2

Grapple +4

Attack(s)

Claws (Melee)

2 CP +4 Light attack, 1d4-1 slashing damage

3 CP +4 Standard attack, 1d4+2 slashing damage

5 CP +4 Heavy attack, 2d4+2 slashing damage

10 CP +4 Full attack, 3d4+5 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 5d2 electricity damage, [TN12 Ref] half damage, [TN16 Fort] avoid effect, target(s) become Paralyzed for 1 round on a failed Fortitude Saving Throw.

Super Heavy Recurve Bow (Ranged)

40ft, 1r

3 CP +4 Light Pull attack, 3d4+4 piercing damage (Range increment reduced by 5ft)

4 CP +4 Medium Pull attack, 4d4+4 piercing damage

5 CP +4 Heavy Pull attack, 5d4+4 piercing damage (Range increment increased by 10ft)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +2 | Ref +4 | Will +1

Armor

(DR 3/Electricity)

Linothorax (5/Piercing, 3/Slashing; AP 40)

Skills

Acrobatics +5 (+6)

Athletics +6 (+7)

Craft (Structural) +2

Knowledge (Tactics) +1

Perception +4

Ride +3

Stealth +4 (+5)

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Simple Weapon Specialist (GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)

Archery Specialist (-2 to CP cost when attacking with a bow, crossbow, or speargun.)

Organization

Solitary or team (2d3)

Possessions

Location or faction specific clothing, Small Waist Pack, Linothorax, Super Heavy Recurve Bow, Quiver, 20 Fieldpoint Arrows, dried gourd (Mediocre Quality Water), location specific dried meat strips

Dwarven Warrior (Adventurer) (Character Level 2)

Warrior (Medium Hill Dwarf)

BV 29 LVL 2 CHP 18 XHP 16 CP 12 (1 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
10	10	8

5 CP +2 Heavy attack, 2d4+2 bludgeoning damage
10 CP +2 Full attack, 3d4+6 bludgeoning damage

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Copper Short Spear (Melee)
2 CP +4 Light attack, 2d6-2/14-18 piercing or 1d4-3/14-18 bludgeoning damage
3 CP +4 Standard attack, 2d6+1/14-18 piercing or 1d4/14-18 bludgeoning damage
5 CP +4 Heavy attack, 3d6+1/14-18 piercing or 2d4/14-18 bludgeoning damage
10 CP +4 Full attack, 4d6+5/14-18 piercing or 3d4+4/14-18 bludgeoning damage
Copper Hand Axe (Melee)
2 CP +4 Light attack, 2d6+1/15-18 slashing damage
3 CP +4 Standard attack, 2d6+4/15-18 slashing damage
5 CP +4 Heavy attack, 3d6+4/15-18 slashing damage
10 CP +4 Full attack, 4d6+8/15-18 slashing damage
Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +2 Light attack, 1d4-1 bludgeoning damage
3 CP +2 Standard attack, 1d4+2 bludgeoning damage

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2
Armor
Copper Scaled Linothorax (6/Piercing, 3/Slashing, 1/Bludgeoning; AP 56)
Bronze Helmet (3/Slashing, 2/Piercing, 1/Bludgeoning; AP 14)

Skills
**Acrobatics +5 (+7)
**Athletics +6 (+8)
Craft (Structural) +2
Knowledge (Tactics) +1
Perception +4
Stealth +2 (+4)
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Organization
Solitary or team (1d4+1)

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Copper Scaled Linothorax, Bronze Helmet, Copper Short Spear, Copper Hand Axe, Heavy Wood Shield, Tactical Sheath, flask (Mediocre Quality Water), location specific dried meat strips

Location or faction specific clothing, Small Waist Pack, Gambeson, Iron Dagger, Medium Recurve Bow, Concealed Sheath, Quiver, 20 Fieldpoint Arrows, wineskin (Mediocre Quality Water), 2 Trail Rations

Elven Combat Caster (Combat Spell Practitioner) (Character Level 2)

Combat Caster (Medium High Elf)

BV13 LVL2 CHP9 XHP11 ML96† CP17 (1 to begin moving)

STR	DEX	CON
9	13	10
INT	WIS	CHA
16	12	8

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 12 | Flat-footed 10
BAB +2
Grapple +1

Attack(s)

Copper Dagger (Melee)
2 CP +1 Light attack, 1d4–4/14-18 slashing damage
3 CP +1 Standard attack, 1d4–2/14-18 slashing damage
5 CP +1 Heavy attack, 2d4–2/14-18 slashing damage
10 CP +1 Full attack, 3d4+2/14-18 slashing damage
Reed Pen Stylus (Ranged)
40ft
4 CP +5 attack, 2d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Acid Spray 20ft cone (+3 cone blast attack), 1d6 Acid [TN20 Ref], 3 uses, 8SP)
(Bludgeoning Resistance (touch), AP6, DR 3/Bludgeoning, 12 hours, 5 uses, 6SP)
(Gale Bolt 20ft (+3 ranged touch attack), 1d4 Concussion, 15 uses, 4SP)
(Healing 20ft (ranged touch), 1d4 HP, remove 2 bleed damage dice, 3 uses, 8SP)
Reach 5'
Fighting Space 5' by 5'
Saves Fort+1 | Ref+2 | Will+2
Armor
Leather Vest (4/Slashing, 2/Bludgeoning, Piercing; AP 36)
Skills

*Acrobatics +2 (+4)
Craft (Alchemy) +9
Knowledge (Arcane Lore) +9
Knowledge (Tactics) +4
Knowledge (Theology and Philosophy) +6
Linguistics (Sidhe) +Free
Linguistics (GM's choice) +1
Linguistics (GM's choice) +1
Perception +4
Spellschool (Abjuration) +9
Spellschool (Conjuration) +9
**§Spellschool (Evocation) +14
Spellschool (Illusion) +8

Feats

Practiced Stylist (–2 to CP cost when attacking with a stylus.)
Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Spellschool (Evocation))
Magical Apprentice (Abjuration) (–1 to SP cost when scribing spells of the chosen spellschool.)
Magical Journeyman (Abjuration) (–3 to SP cost when scribing spells of the chosen spellschool.)
Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)
Organization
Varies

†34 Mental Limit used.

Possessions

Faction specific vestments, 3 Small Waist Packs, Leather Vest, Dagger, Reed Pen Stylus, Concealed Sheath, dried gourd with Ink (enough to write up to 10 spells), 2 Loose Leaf pages of Cotton Paper (2 used), 6 Loose Leaf pages of Parchment Paper (4 used, 2 blank), wineskin (Mediocre Quality Water), dried fruit pieces

Human/Terran Raider Bowman (Character Level 1)

Raider Bowman (Medium Human/Terran)

BV 6 LVL 1 CHP 13 XHP 9 CP 15

STR	DEX	CON
12	13	11
INT	WIS	CHA
9	10	9

Initiative +1

Defense 12 (+1 Armor, +1 DEX)

Touch 11 | Flat-footed 11

BAB +1

Grapple +2

Attack(s)

Light Club (Melee)

1 CP +0 Light attack, 1d6+2 bludgeoning damage

2 CP +0 Standard attack, 1d6+1 bludgeoning damage

4 CP +0 Heavy attack, 2d6+1 bludgeoning damage

9 CP +0 Full attack, 3d6+5 bludgeoning damage

Medium Recurve Bow (Ranged)

30ft, 1r

5 CP +0 Light Pull attack, 1d4+3 piercing damage (Range increment reduced by 5ft)

6 CP +0 Medium Pull attack, 2d4+3 piercing damage

7 CP +0 Heavy Pull attack, 3d4+3 piercing damage (Range increment increased by 10ft)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +0 | Ref +2 | Will +0

Armor

None

Skills

Acrobatics +5

Athletics +4

Knowledge (Streetwise) +1

Perception +2

Ride +2

Stealth +3

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)

Skill Focus (Acrobatics)

Organization

Solitary, gang (1d2+2), or squad (2d2+2 raider bowmen plus 1d3 raider spearmen)

Possessions

Location or faction specific clothing, Small Waist Pack, Medium Recurve Bow, Light Club, Quiver, 10 Fieldpoint Arrows, location specific dried meat strips, earthenware 1 quart jug (Mediocre Quality Water)

Human/Terran Raider Spearman (Character Level 2)

Raider Spearman (Medium Human/Terran)

BV 27 LVL 2 CHP 14 XHP 16 CP 15 (1 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
9	10	9

Initiative +2
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-footed 11
BAB +2
Grapple +3

Attack(s)

Iron Dagger (Melee)
1 CP +3 Light attack, 1d4-1/14-18 slashing damage
2 CP +3 Standard attack, 1d4+2/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+2/14-18 slashing damage
9 CP +3 Full attack, 3d4+6/14-18 slashing damage

Iron Short Spear (Melee)
3 CP +3 Light attack, 2d6-1/15-18 piercing or 1d4-1/15-18 bludgeoning damage
4 CP +3 Standard attack, 2d6+2/15-18 piercing or 1d4+2/15-18 bludgeoning damage
6 CP +3 Heavy attack, 3d6+2/15-18 piercing or 2d4+2/15-18 bludgeoning damage
11 CP +3 Full attack, 4d6+6/15-18 piercing or 3d4+6/15-18 bludgeoning damage

Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction, 20% chance of breakage after attacking.
2 CP +3 Light attack, 1d3-2 bludgeoning damage
3 CP +3 Standard attack, 1d3+1 bludgeoning damage
5 CP +3 Heavy attack, 2d3+1 bludgeoning damage
10 CP +3 Full attack, 3d3+5 bludgeoning damage

Iron Javelin (Ranged)
30ft
5 CP +4 Throw attack, 2d6+2 piercing damage

Reach 5' (10' when attacking with Short Spear, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +1

Armor
Leather Vest (4/Slashing, 2/Bludgeoning, Piercing; AP 36)
Leather Helmet (2/Slashing; AP 6)

Skills
Acrobatics +4 (+6)
Athletics +4 (+6)
Craft (Structural) +3
Knowledge (Streetwise) +2
Perception +4
Ride +4
Stealth +2 (+4)

Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Simple Weapon Specialist (Dagger/Survival Knife) (-1 to CP cost when attacking with the chosen simple weapon.)
Improvised Weapon Specialist (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Athletics)

Organization
Solitary, gang (1d2+2), or squad (2d2+2 raider bowmen plus 1d3 raider spearmen)

Possessions

Location or faction specific clothing, Small Waist Pack, Leather Vest, Leather Helmet, Iron Short Spear, Iron Dagger, Light Wood Shield, 2 Iron Javelins, Concealed Sheath, Tactical Sheath, location specific dried meat strips, earthenware 1 quart jug (Mediocre Quality Water)

Orcish Savage (Character Level 3)

Savage (Medium Bayou Orc)

BV 7 LVL 3 CHP 17 XHP 26 CP 14

STR	DEX	CON
16	10	14
INT	WIS	CHA
8	9	12

Initiative +3

Defense 10

Touch 10 | Flat-footed 10

BAB +3

Grapple +6

Attack(s)

Unarmed Strike (Melee)

2 CP +7 Light attack, 1d6 bludgeoning damage (non-lethal)

3 CP +7 Standard attack, 1d6+3 bludgeoning damage (non-lethal)

5 CP +7 Heavy attack, 2d6+3 bludgeoning damage (non-lethal)

10 CP +7 Full attack, 3d6+7 bludgeoning damage (non-lethal)

Maquahuitl (Melee)

2 CP +4 Light attack, 1d6/15-18 bludgeoning damage or 2d6-1 slashing damage

3 CP +4 Standard attack, 1d6+3/15-18 bludgeoning damage or 2d6+2 slashing damage

5 CP +4 Heavy attack, 2d6+3/15-18 bludgeoning damage or 3d6+2 slashing damage

10 CP +4 Full attack, 3d6+7/15-18 bludgeoning damage or 4d6+6 slashing damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +5 | Ref +1 | Will +3

Armor

None

Skills

Acrobatics +2

Athletics +9

Craft (Structural) +1

Knowledge (Streetwise) +1

Perception +4

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Archaic Weapon Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)

Skill Focus (Athletics)

Focused Saving Throw (Will)

Improved Initiative (Character gains a +3 bonus to Initiative.)

Street Fighting (Once per round, if the character makes a successful melee attack with an unarmed strike or a Small or smaller weapon (including size decreases from equipment, but not from feats or racial traits) the character deals an extra 2 damage dice of damage.)

Organization

Solitary or gang (1d2+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Maquahuitl, earthenware 1 quart jug (Mediocre Quality Water), location specific dried meat strips

Sslythen Axeman (Character Level 2)

Axeman (Medium Sslythen)

BV14 LVL2 CHP13 XHP17 CP14 (1 to begin moving)

STR	DEX	CON
14	12	12
INT	WIS	CHA
10	12	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +2
Grapple +4

Attack(s)

Tail Whip (Melee)
2 CP +4 Light attack, 1d8-1 bludgeoning damage
3 CP +4 Standard attack, 1d8+2 bludgeoning damage
5 CP +4 Heavy attack, 2d8+2 bludgeoning damage
10 CP +4 Full attack, 3d8+6 bludgeoning damage
Copper Broadaxe (Melee)
3 CP +4 Light attack, 2d8-1/15-18 slashing damage
4 CP +4 Standard attack, 2d8+2/15-18 slashing damage
6 CP +4 Heavy attack, 2d8+2/15-18 slashing damage
11 CP +4 Full attack, 4d8+6/15-18 slashing damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +4 Light attack, 1d3-1 bludgeoning damage
3 CP +4 Standard attack, 1d3+2 bludgeoning damage
5 CP +4 Heavy attack, 2d3+2 bludgeoning damage
10 CP +4 Full attack, 3d3+6 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +2 | Ref +1 | Will +2
Armor
Leather Vest (4/Slashing, 2/Bludgeoning, Piercing; AP 36)
Skills
Acrobatics +5 (+7)
Athletics +6 (+8)
Craft (Structural) +2
Knowledge (Streetwise) +3
Perception +4
Stealth +3 (+5)

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Skill Focus (Acrobatics)
Improvised Weapon Proficiency (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)

Organization
Solitary, team (1d2+2), or warband (1d8+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Leather Vest, Copper Broadaxe, Light Wood Shield, Tactical Sheath, location specific dried meat strips, earthenware 1 quart jug (Mediocre Quality Water)

Location or faction specific clothing, Small Waist Pack, Leather Vest, Copper Short Spear, Light Wood Shield, 2 Iron Javelins, Tactical Sheath, location specific dried meat strips, earthenware 1 quart jug (Mediocre Quality Water)

Medieval Age to Renaissance Age

Dragonbreed Brute (Adventurer) (Character Level 3)

Brute (Medium Dragonbreed)

BV 28 LVL 3 CHP 17 XHP 26 CP 13 (1 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
8	10	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +3
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4-1 slashing damage
3 CP +5 Standard attack, 1d4+2 slashing damage
5 CP +5 Heavy attack, 2d4+2 slashing damage
10 CP +5 Full attack, 3d4+6 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 acid damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Light Mace (Melee)
3 CP +5 Light attack, 1d12-1 bludgeoning damage plus 1d12 bludgeoning damage
4 CP +5 Standard attack, 1d12+2 bludgeoning damage plus 1d12 bludgeoning damage
6 CP +5 Heavy attack, 2d12+2 bludgeoning damage plus 1d12 bludgeoning damage
10 CP +5 Full attack, 3d12+6 bludgeoning damage plus 1d12 bludgeoning damage

Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
1 CP +5 Light attack, 1d3-1 bludgeoning damage

2 CP +5 Standard attack, 1d3+2 bludgeoning damage
4 CP +5 Heavy attack, 2d3+2 bludgeoning damage
9 CP +5 Full attack, 3d3+6 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +2 | Will +4

Armor
(DR 3/Acid)
Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)
Bone Helmet (2/Bludgeoning, Piercing, Slashing; AP 10)

Skills
**Acrobatics +6 (+8)
**Athletics +10 (+12)
Craft (Structural) +1
Perception +7
Stealth +3 (+5)

Feats
Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Heavy Melee Weapon Martial Arts (Character gains +1 die of bludgeoning damage when wielding a light mace, flail, heavy mace, kama, light pick, or heavy pick.)
Focused Saving Throw (Will)
Simple Weapon Specialist (Light Wood Shield) (-1 to CP cost when attacking with the chosen simple weapon.)
Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)
Skill Focus (Athletics)

Organization
Solitary or gang (1d2+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Studded Leather Vest, Bone Helmet, Light Mace, Light Wood Shield, Tactical Sheath, location specific dried meat strips, dried gourd (Mediocre Quality Water)

Dragonbreed Swordsman (Adventurer) (Character Level 3)

Swordsman (Medium Dragonbreed)

BV 31 LVL 3 CHP 15 XHP 24 CP 13 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	12	10

Initiative +1

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +3

Grapple +4

Attack(s)

Claws (Melee)

2 CP +4 Light attack, 1d4+1 slashing damage

3 CP +4 Standard attack, 1d4+4 slashing damage

5 CP +4 Heavy attack, 2d4+4 slashing damage

10 CP +4 Full attack, 3d4+8 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 6d2 fire damage, [TN13 Ref] half damage, [TN18 Fort] avoid effect, target(s) catch fire for 1d4 fire damage for 1d3+1 rounds on a failed Fortitude Saving Throw.

Bastard Sword (Melee)

3 CP +4 Light attack, 3d6+1/15-18 slashing damage

4 CP +4 Standard attack, 3d6+4/15-18 slashing damage

6 CP +4 Heavy attack, 4d6+4/15-18 slashing damage

11 CP +4 Full attack, 5d6+8/15-18 slashing damage

Light Metal Shield (Melee)

Provides one-quarter (¼) cover in one direction, +8 Fortitude Saving Throw bonus when performing the Brace reaction.

2 CP +4 Light attack, 1d8-2 bludgeoning damage

3 CP +4 Standard attack, 1d8+1 bludgeoning damage

5 CP +4 Heavy attack, 2d8+1 bludgeoning damage

10 CP +4 Full attack, 3d8+5 bludgeoning damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +3 | Ref +3 | Will +2

Armor

(DR 3/Fire)

Brigandine (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 40)

Bone Helmet (2/Bludgeoning, Piercing, Slashing; AP 10)

Skills

**Acrobatics +5 (+9)

**Athletics +4 (+8)

Craft (Structural) +1

Knowledge (Tactics) +2

Perception +7

Stealth +2 (+6)

Feats

Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl the size class can be considered to be one less, applies only to using and not concealing.)

Sword Specialist (Character gains +1 die of damage when wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuitl, and when performing a thrust attack, the character takes no damage penalty, and gains a +2 damage bonus.)

Simple Weapon Specialist (Light Metal Shield) (-1 to CP cost when attacking with the chosen simple weapon.)

Shield Strike (Character gains a +3 Reflex Saving Throw Bonus when performing the Stumble reactions. On a successful Stumble, the stumbled character can be immediately knocked Prone, regardless of their prior stance.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Organization

Solitary, pair, or band (1d4+2)

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Brigandine, Bone Helmet, Bastard Sword, Light Metal Shield, Tactical Sheath, 2 Torches, Flint and Steel, location specific dried meat strips, dried gourd (Good Quality Water)

Dwarven Coastal Raider (Adventurer) (Character Level 2)

Coastal Raider (Medium Hill Dwarf)

BV 16 LVL 2 CHP 19 XHP 21 CP 12 (1 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	10	8

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Hand Axe (Melee)
2 CP +4 Light attack, 2d6+4/15-18 slashing damage
3 CP +4 Standard attack, 2d6+7/15-18 slashing damage
5 CP +4 Heavy attack, 3d6+7/15-18 slashing damage
10 CP +4 Full attack, 4d6+11/15-18 slashing damage
Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +4 Light attack, 1d4-1 bludgeoning damage
4 CP +4 Standard attack, 1d4+2 bludgeoning damage
6 CP +4 Heavy attack, 2d4+2 bludgeoning damage
11 CP +4 Full attack, 3d4+6 bludgeoning damage
Throwing Axe (Ranged)
10ft
5 CP +3 Throw attack, 1d6+4 slashing damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2
Armor
Linothorax (5/Piercing, 3/Slashing; AP 40)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+6)
**Athletics +7 (+8)
Craft (Structural) +1
Knowledge (Streetwise) +2
Knowledge (Tactics) +1
Perception +3
Presence +2
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Focused Saving Throw (Fortitude)
Exotic Melee Weapons Proficiency (Throwing Axes and Throwing Knives/Stars) (Grants proficiency with the chosen weapons.)
Organization
Solitary or team (1d2+2 dwarven coastal raiders plus 1d2 dwarven crossbowmen)

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Linothorax, Steel Helmet, Hand Axe, Heavy Wood Shield, 2 Throwing Axes, Tactical Sheath, 2 Torches, Flint and Steel, dried and salted fish strips, flask (Mediocre Quality Water), Bedding

Dwarven Crossbowman (Adventurer) (Character Level 2)

Crossbowman (Medium Hill Dwarf)

BV 18 LVL 2 CHP 18 XHP 17 CP 12 (1 to begin moving)

STR	DEX	CON
13	14	13
INT	WIS	CHA
12	10	8

Initiative +2

Defense 13 (+1 Armor, +2 DEX)

Touch 12 | Flat-footed 11

BAB +2

Grapple +3

Attack(s)

Unarmed Strike (Melee)

2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)

3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)

5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)

10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Hand Axe (Melee)

2 CP +3 Light attack, 1d6+3/15-18 slashing damage

3 CP +3 Standard attack, 1d6+6/15-18 slashing damage

5 CP +3 Heavy attack, 2d6+6/15-18 slashing damage

10 CP +3 Full attack, 3d6+10/15-18 slashing damage

Heavy Crossbow (Ranged)

50ft, 1r

3 CP +6 Single Shot attack, 10d3/15-18 piercing damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort+2 | Ref+2 | Will+2

Armor

Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)

Leather Helmet (2/Slashing; AP 6)

Skills

**Acrobatics +7 (+9)

**Athletics +6 (+8)

Craft (Structural) +2

Knowledge (History) +3

Knowledge (Tactics) +2

Perception +6

Stealth +4 (+6)

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Archaic Weapon Proficiency (Bow) (Grants proficiency with the chosen class of weaponry.)

Projectile Specialization (Crossbow Bolts) (When firing a weapon utilizing the chosen projectile, it grants an additional die of damage [accounted for above]. When Enchanting ammunition of this type, reduce the SP cost of the spell by 2.)

Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)

Organization

Solitary or team (1d2+2 dwarven coastal raiders plus 1d2 dwarven crossbowmen)

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Studded Leather Vest, Leather Helmet, Hand Axe, Heavy Crossbow (with a Patrol Sling), Tactical Sheath, Quiver, 12 Fieldpoint Bolts, 2 Torches, Flint and Steel, dried and salted fish strips, flask (Good Quality Water), Bedding

Dwarven Guardsman (Adventurer) (Character Level 3)

Guardsman (Medium Cave Dwarf)

BV19 LVL 3 CHP 22 XHP 26 CP12 (2 to begin moving)

STR	DEX	CON
16	10	14
INT	WIS	CHA
10	12	8

Initiative +0
Defense 15 (+5 Armor)
Touch 10 | Flat-footed 15
BAB +3
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+3 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+3 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+7 bludgeoning damage (non-lethal)
Light Mace (Melee)
3 CP +6 Light attack, 1d12 bludgeoning damage plus 1d12 bludgeoning damage
4 CP +6 Standard attack, 1d12+3 bludgeoning damage plus 1d12 bludgeoning damage
6 CP +6 Heavy attack, 3d12+3 bludgeoning damage plus 1d12 bludgeoning damage
10 CP +6 Full attack, 3d12+7 bludgeoning damage plus 1d12 bludgeoning damage
Light Metal Shield (Melee)
Provides one-quarter (¼) cover in one direction, +8 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +6 Light attack, 1d8 bludgeoning damage
4 CP +6 Standard attack, 1d8+3 bludgeoning damage
6 CP +6 Heavy attack, 2d8+3 bludgeoning damage
11 CP +6 Full attack, 3d8+7 bludgeoning damage
Reach 5'
Fighting Space 5' by 5'

Special Qualities Low-Light Vision
Saves Fort +5 (+10 against disease and poison) | Ref +2 | Will +5
Armor
Splint Mail (7/Slashing, 4/Bludgeoning; AP 110)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+8)
**Athletics +7 (+10)
Craft (Structural) +2
Knowledge (History) +2
Knowledge (Tactics) +2
Perception +7
Stealth +2 (+5)
Feats
Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Skill Focus (Perception)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Heavy Melee Weapon Martial Arts (Character gains +1 die of bludgeoning damage when wielding a light mace, flail, heavy mace, kama, light pick, or heavy pick.)
Focused Saving Throw (Will)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Team (1d3+1 guardsmen) or patrol (1d3+7 guardsman)

Possessions

Location or faction specific clothing, wide brimmed hat, Backpack, Small Waist Pack, Splint Mail, Steel Helmet, Light Mace, Light Metal Shield, Tactical Sheath, 2 Torches, Flint and Steel, Hemp Rope (50ft), 3 rations, flask (Good Quality Water), Bedding

Location or faction specific clothing, a hooded cape/cloak, 2 Small Waist Packs, Archer's Vest, Dagger, Shortsword, Medium Crossbow (with a Patrol Sling), Concealed Sheath, Tactical Sheath, Quiver, 15 Fieldpoint Bolts, 5 Bodkin Bolts, Bedding, Canteen (Good Quality Water), 3 Trail Rations

Elven Spearman (Adventurer) (Character Level 2)

Spearman (Medium High Elf)

BV 28 LVL 2 CHP 10 XHP 12 ML 92† CP 17 (2 to begin moving)

STR	DEX	CON
12	14	11
INT	WIS	CHA
12	10	9

Initiative +2
Defense 14 (+2 Armor, +2 DEX)
Touch 12 | Flat-footed 12
BAB +2
Grapple +3

Attack(s)

Dagger (Melee)
2 CP +2 Light attack, 1d4–2/14-18 slashing damage
3 CP +2 Standard attack, 1d4+1/14-18 slashing damage
5 CP +2 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +2 Full attack, 3d4+5/14-18 slashing damage
Short Spear (Melee)
3 CP +2 Light attack, 2d6–2/14-18 piercing or 1d4–2/14-18 bludgeoning damage
4 CP +2 Standard attack, 2d6+1/14-18 piercing or 1d4+1/14-18 bludgeoning damage
6 CP +2 Heavy attack, 3d6+1/14-18 piercing or 2d4+1/14-18 bludgeoning damage
11 CP +2 Full attack, 4d6+5/14-18 piercing or 3d4+5/14-18 bludgeoning damage
Javelin (Ranged)
30ft
5 CP +4 Throw attack, 2d6+1 piercing damage

Scroll(s)

7 Combat Points to release any Spell or Scroll.

(Concussion Strike Enchantment 20ft (ranged touch), adds enchantment on an object up to Medium in size, 2 uses with item, +2d3 Concussion damage, 3 uses, 7 Enchantment SP + 4 Evocation SP)

(Pot Lid 20ft (touch), AP6, DR 3/Piercing, 12 hours, 3 uses, 10SP)

Reach 5' (15' when attacking with Short Spear)
Fighting Space 5' by 5'

Saves Fort +1 | Ref +4 | Will +2
Armor
Chain Shirt (6/Slashing; AP 80)
Lacquered Wood Helmet (2/Bludgeoning, Slashing; AP 9)
Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Knowledge (Tactics) +3
Perception +5
Spellschool (Abjuration) +3
Spellschool (Enchantment) +3
Spellschool (Evocation) +3

Feats
Practiced Stylist (–2 to CP cost when attacking with a stylus.)
Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)
Organization
Solitary or line (1d3+5)

†6 Mental Limit used.

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Chain Shirt, Lacquered Wood Helmet, Dagger, Short Spear, 2 Javelins, Concealed Sheath, 2 Scroll-Formatted Loose Leaf pages of Cotton Paper (2 used), wineskin (Good Quality Water), dried fruit pieces

Elven Thief (Character Level 1)

Thief (Medium Forest Elf)

BV 7 LVL 1 CHP 10 XHP 9 CP 17

STR	DEX	CON
11	13	11
INT	WIS	CHA
10	10	9

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +1

Attack(s)

Dagger (Melee)

2 CP +1 Light attack, 1d4-3/14-18 slashing damage

3 CP +1 Standard attack, 1d4/14-18 slashing damage

5 CP +1 Heavy attack, 2d4/14-18 slashing damage

10 CP +1 Full attack, 3d4+4/14-18 slashing damage

Medium Recurve Bow (Ranged)

30ft, 1r

5 CP +2 Light Pull attack, 1d4+2 piercing damage (Range increment reduced by 5ft)

6 CP +2 Medium Pull attack, 2d4+2 piercing damage

7 CP +2 Heavy Pull attack, 3d4+2 piercing damage (Range increment increased by 10ft)

Throwing Knife (Ranged)

10ft

5 CP +2 Throw attack, 1d3+2 piercing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Low-Light Vision

Saves Fort +0 | Ref +2 | Will +0

Armor

None

Skills

Acrobatics +9

Athletics +4

**Knowledge (Streetwise) +2

Perception +2

Presence +1

Ride +3

**Stealth +6

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Exotic Melee Weapons Proficiency (Throwing Axes and Throwing Knives/Stars) (Grants proficiency with the chosen weapons.)

Skill Focus (Stealth)

Skill Focus (Athletics)

Organization

Solitary or gang (1d2+2)

Possessions

Location or faction specific clothing, Small Waist Pack, Medium Recurve Bow, Dagger, 2 Throwing Knives, Concealed Sheath, Quiver, 10 Fieldpoint Arrows, Canteen (Mediocre Quality Water), 2 Trail Rations

Human/Terran Cataphract (Adventurer) (Character Level 4)

Cataphract (Medium Human/Terran)

BV 23 LVL 4 CHP 15 XHP 30 CP 15 (3 to begin moving)†

STR	DEX	CON
14	14	13
INT	WIS	CHA
10	12	9

**Athletics +8 (+12)
Knowledge (Tactics) +4
Perception +8
**Ride +12
Treat Injury +4

Initiative +4 (+5)
Defense 16 (+5 Armor, +2 DEX (+1 DEX armor limit))
Touch 11 | Flat-footed 15
BAB +4
Grapple +6

Attack(s)

Dagger (Melee)
2 CP +6 Light attack, 1d4-1/14-18 slashing damage
3 CP +6 Standard attack, 1d4+2/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +6 Full attack, 3d4+6/14-18 slashing damage
Long Spear (Melee)
2 CP +8 Light attack, 2d8+3/14-18 piercing or 1d8/14-18 bludgeoning damage
3 CP +8 Standard attack, 2d8+6/14-18 piercing or 1d8+3/14-18 bludgeoning damage
5 CP +8 Heavy attack, 3d8+6/14-18 piercing or 2d8+3/14-18 bludgeoning damage
10 CP +8 Full attack, 4d8+10/14-18 piercing or 3d8+7/14-18 bludgeoning damage
Reach 5' (20' when attacking with Long Spear)
Fighting Space 5' by 5'
Saves Fort +5 | Ref +4 (+5) | Will +6
Armor
Scalemail (6/Piercing, Slashing, 5/Bludgeoning, 1/Ballistic; AP 80)
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
Acrobatics +6 (+10)

Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Focused Saving Throw (Fortitude)
Skill Focus (Ride)
Focused Saving Throw (Will)
Weapon Expertise (Long Spear) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Favored Type (Piercing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Organization
Solitary or squadron (1d6+4)

†Does not apply to distance moved while on horseback.

Possessions

Location or faction specific uniform, Small Waist Pack, Scalemail, Chainmail, Steel Helmet, Long Spear, Dagger, Tactical Sheath, Bedding, 2 Torches, Flint and Steel, dried beef strips, flask (Good Quality Water), Warhorse (see pg. 88-89 of the Field Identification Guide 1 for details)

Human/Terran Highwayman (Character Level 2)

STR

DEX

CON

13

12

12

INT

WIS

CHA

10

10

9

Initiative +1

Defense 12 (+1 Armor, +1 DEX)

Touch 11 | Flat-footed 11

BAB +2

Grapple +3

Attack(s)

Light Club (Melee)

1 CP +3 Light attack, 1d6+2 bludgeoning damage

2 CP +3 Standard attack, 1d6+1 bludgeoning damage

4 CP +3 Heavy attack, 2d6+1 bludgeoning damage

9 CP +3 Full attack, 3d6+5 bludgeoning damage

Light Crossbow (Ranged)

25ft, 1r

3 CP +3 Single Shot attack, 5d3/14-18 piercing damage

Reach 5'

Fighting Space 5' by 5'

Highwayman (Medium Human/Terran)

BV13 LVL2 CHP14 XHP15 CP15 (1 to begin moving)

Saves Fort +2 | Ref +3 | Will +2

Armor

Leather Vest (4/Slashing, 2/Bludgeoning, Piercing; AP 36)

Skills

Acrobatics +3 (+5)

Knowledge (Streetwise) +4

Perception +4

Presence +3

Ride +3

Stealth +3 (+5)

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Skill Focus (Acrobatics)

Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Archery Specialist (-2 to CP cost when attacking with a bow, crossbow, or speargun.)

Organization

Solitary, pair, or gang (1d2+2)

Possessions
Location or faction specific clothing, Small Waist Pack, Light Club, Light Crossbow, Quiver, 10 Fieldpoint Bolts, Canteen (Mediocre Quality Water), 2 Trail Rations

Human/Terran Pledged Bodyguard (Adventurer) (Character Level 5)

Pledged Bodyguard (Medium Human/Terran)

BV 24 LVL 5 CHP 16 XHP 40 CP 15 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	12	10

Craft (Structural) +4
Knowledge (Tactics) +4
Perception +8
Presence +7
Ride +7

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +9 Light attack, 2d6-1 bludgeoning damage (non-lethal)
3 CP +9 Standard attack, 2d6+2 bludgeoning damage (non-lethal)
5 CP +9 Heavy attack, 3d6+2 bludgeoning damage (non-lethal)
10 CP +9 Full attack, 4d6+6 bludgeoning damage (non-lethal)

Dagger (Melee)
2 CP +7 Light attack, 1d4-1/14-18 slashing damage
3 CP +7 Standard attack, 1d4+2/14-18 slashing damage
5 CP +7 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +7 Full attack, 3d4+6/14-18 slashing damage

Broadaxe (Melee)
2 CP +9 Light attack, 2d8+2/15-18 slashing damage
3 CP +9 Standard attack, 2d8+5/15-18 slashing damage
5 CP +9 Heavy attack, 3d8+5/15-18 slashing damage
10 CP +9 Full attack, 4d8+9/15-18 slashing damage

Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +7 Light attack, 1d4-1 bludgeoning damage
4 CP +7 Standard attack, 1d4+2 bludgeoning damage
6 CP +7 Heavy attack, 2d4+2 bludgeoning damage
11 CP +7 Full attack, 3d4+6 bludgeoning damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort+6 | Ref+4 | Will+6
Armor
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +7 (+10)
**Athletics +8 (+11)

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Weapon Expertise (Broadaxe) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Skill Focus (Athletics)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Cleave (Once per round, if the character reduces a creature to 0 CHP or less, the character may immediately make a melee attack against another creature within reach for no CP. The character may move up to 10' before making this extra attack, but the character must have enough CP to move this distance, and the character must move directly towards another enemy creature to take this attack. The extra attack is with the same weapon as the attack that dropped the previous creature.)
Improved Brawl (Additional +2 bonus when making an unarmed attack, character deals non-lethal bludgeoning damage equal to 2d6+POW modifier, this feat can increase a natural melee weapon's damage by two damage dice, but that damage becomes non-lethal.)
Focused Saving Throw (Will)
Combat Awareness (The character can spend 1 Combat Point to gain a +1d2 Defense bonus. The character can not spend more Combat Points than their Character Level + 2. The bonus to the character's defense is a dodge bonus.)

Organization
Solitary or team (2d2)

Possessions

Location or faction specific clothing, Small Waist Pack, Chainmail, Studded Leather Vest, Steel Helmet, Broadaxe, Dagger, Heavy Wood Shield, Concealed Sheath, Tactical Sheath, 2 Torches, Flint and Steel, dried beef strips, flask (Good Quality Water), pouch of Gold and Silver Coins totaling 1d3 WP

Human/Terran Raider Axeman (Character Level 2)

Raider Axeman (Medium Human/Terran)

BV 12 LVL 2 CHP 16 XHP 18 CP 15 (1 to begin moving)

STR	DEX	CON
16	12	14
INT	WIS	CHA
9	10	8

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +2
Grapple +5

Attack(s)

Light Club (Melee)
2 CP +5 Light attack, 1d6 bludgeoning damage
3 CP +5 Standard attack, 1d6+3 bludgeoning damage
5 CP +5 Heavy attack, 2d6+3 bludgeoning damage
10 CP +5 Full attack, 3d6+7 bludgeoning damage
Battle-axe (Melee)
3 CP +5 Light attack, 2d10+3/15-18 slashing damage
4 CP +5 Standard attack, 2d10+6/15-18 slashing damage
6 CP +5 Heavy attack, 3d10+6/15-18 slashing damage
11 CP +5 Full attack, 4d10+10/15-18 slashing damage
Throwing Axe (Ranged)
10ft
5 CP +3 Throw attack, 1d6+5 slashing damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2
Armor
Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)
Leather Helmet (2/Slashing; AP 6)
Skills
Acrobatics +4 (+6)
Athletics +8 (+10)
Craft (Structural) +2
Knowledge (Streetwise) +3
Perception +3
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Athletics)
Exotic Melee Weapons Proficiency (Throwing Axes and Throwing Knives) (Grants proficiency with the chosen weapons.)
Organization
Solitary or gang (1d3+4)

Possessions

Location or faction specific clothing, Small Waist Pack, Studded Leather Vest, Leather Helmet, Battle-axe, Light Club, 2 Throwing Axes, location specific dried meat strips, earthenware 1 quart jug (Mediocre Quality Water)

Orcish Cavalryman (Adventurer) (Character Level 3)

Cavalryman (Medium Plains Orc)

BV 27 LVL 3 CHP 15 XHP 23 CP 14 (2 to begin moving)

STR	DEX	CON
14	13	12
INT	WIS	CHA
10	12	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d4-1 bludgeoning damage (lethal or non-lethal)
3 CP +5 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
5 CP +5 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
10 CP +5 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)
Field Knife (Melee)
2 CP +5 Light attack, 2d3-1/14-18 slashing damage
3 CP +5 Standard attack, 2d3+2/14-18 slashing damage
5 CP +5 Heavy attack, 3d3+2/14-18 slashing damage
10 CP +5 Full attack, 4d3+6/14-18 slashing damage
Halberd (Melee)
3 CP +5 Light attack, 2d8/14-18 piercing or slashing damage or 1d4/14-18 bludgeoning damage
4 CP +5 Standard attack, 2d8+3/14-18 piercing or slashing damage or 1d4+3/14-18 bludgeoning damage
6 CP +5 Heavy attack, 3d8+3/14-18 piercing or slashing damage or 2d4+3/14-18 bludgeoning damage
11 CP +5 Full attack, 4d8+7/14-18 piercing or slashing damage or 3d4+7/14-18 bludgeoning damage
Light Wood Shield (Melee)
+2 dodge bonus when fighting defensively, +4 Fortitude Saving Throw bonus when performing the Brace reaction.
2 CP +5 Light attack, 1d3-1 bludgeoning damage
3 CP +5 Standard attack, 1d3+2 bludgeoning damage
5 CP +5 Heavy attack, 2d3+2 bludgeoning damage
10 CP +5 Full attack, 3d3+6 bludgeoning damage
Reach 5' (15' when attacking with Halberd)

Fighting Space 5' by 5'
Saves Fort +3 | Ref +4 | Will +5
Armor
Chainmail (7/Slashing, 1/Bludgeoning; AP 60)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Knowledge (Tactics) +2
Perception +5
Ride +9
Stealth +2 (+5)

Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Archaic Weapon Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Focused Saving Throw (Will)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Ride)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Simple Weapon Specialist (Field Knife) (-1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary or squadron (1d3+6)

Possessions

Location or faction specific clothing, Small Waist Pack, Chainmail, Steel Helmet, Halberd, Field Knife, Light Wood Shield, Tactical Sheath, location specific dried meat strips, flask (Good Quality Water), Bedding, Razorback (see pg. 103-104)

Orcish War Mage (Combat Spell Practitioner) (Character Level 3)

War Mage (Medium Plains Orc)

BV 26 LVL 3 CHP 15 XHP 20 ML 94† CP 14 (1 to begin moving)

STR	DEX	CON
12	12	12
INT	WIS	CHA
14	12	10

Initiative +1

Defense 12 (+1 Armor, +1 DEX)

Touch 11 | Flat-footed 11

BAB +3

Grapple +5

Attack(s)

Unarmed Strike (Melee)

- 2 CP +5 Light attack, 1d4–2 bludgeoning damage (lethal or non-lethal)
- 3 CP +5 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
- 5 CP +5 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
- 10 CP +5 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)

Light Mace (Melee)

- 3 CP +5 Light attack, 1d12–2 bludgeoning damage plus 1d12 bludgeoning damage
- 4 CP +5 Standard attack, 1d12+1 bludgeoning damage plus 1d12 bludgeoning damage
- 6 CP +5 Heavy attack, 2d12+1 bludgeoning damage plus 1d12 bludgeoning damage
- 10 CP +5 Full attack, 3d12+5 bludgeoning damage plus 1d12 bludgeoning damage

Heavy Wood Shield (Melee)

- +3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
- 3 CP +5 Light attack, 1d4–2 bludgeoning damage
- 4 CP +5 Standard attack, 1d4+1 bludgeoning damage
- 6 CP +5 Heavy attack, 2d4+1 bludgeoning damage
- 11 CP +5 Full attack, 3d4+5 bludgeoning damage

Reed Pen Stylus (Ranged)

- 40ft
- 6 CP +5 attack, 3d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Fire Bolt 15ft (+4 ranged touch attack), 3d4 Fire, 10 uses, 8SP)

(Healing 20ft (ranged touch), 1d4 HP, remove 2 bleed damage dice, 9 uses, 7SP)

(Piercing Resistance (touch), AP4, DR 3/Piercing, 12 hours, 3 uses, 9SP)

Scroll(s)

(Greater Fire Bolt 25ft (+4 ranged touch attack), 5d3 Fire, 5 uses, 11SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +2 | Ref +2 | Will +3

Armor

- Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)
- Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills

- **Acrobatics +6 (+8)
- Athletics +4 (+6)
- Knowledge (Tactics) +4
- Perception +5
- Spellschool (Abjuration) +8
- Spellschool (Conjuration) +9
- **Spellschool (Evocation) +16

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)

Magical Apprentice (Evocation) (–1 to SP cost when scribing spells of the chosen spellschool.)

Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)

Heavy Melee Weapon Martial Arts (Character gains +1 die of bludgeoning damage when wielding a light mace, flail, heavy mace, kama, light pick, or heavy pick.)

Skill Focus (Spellschool (Evocation))

Magical Apprentice (Conjuration) (–1 to SP cost when scribing spells of the chosen spellschool.)

Organization

Varies

†49 Mental Limit used.

Possessions

Location or faction specific clothing, 3 Small Waist Packs, Studded Leather Vest, Steel Helmet, Light Mace, Heavy Wood Shield, Bone Pen Stylus, Tactical Sheath, glass bottle with Ink (enough to write up to 10 spells), 5 Loose Leaf pages of Cotton Paper (4 used, 1 blank), 2 Loose Leaf pages of Parchment Paper (2 used), Scroll-Formatted Loose Leaf page of Parchment Paper (used), location specific dried meat strips, Canteen (Good Quality Water), Bedding

Sslythen Battle Psion (Combat Psion) (Character Level 4)

Battle Psion (Medium Sslythen)

BV 25 LVL 4 CHP 13 XHP 30 ML 120† CP 14 (1 to begin moving)

STR	DEX	CON
12	14	12
INT	WIS	CHA
12	14	10

Initiative +5
Defense 12 (+2 DEX, +3 Misc [against one designated opponent])
Touch 12 | Flat-footed 10
BAB +4
Grapple +5

Attack(s)

Tail Whip (Melee)
2 CP +5 Light attack, 1d8–2 bludgeoning damage
3 CP +5 Standard attack, 1d8+1 bludgeoning damage
5 CP +5 Heavy attack, 2d8+1 bludgeoning damage
10 CP +5 Full attack, 3d8+5 bludgeoning damage
Khepesh (Melee)
3 CP +5 Light attack, 1d12–2/15-18 slashing damage
4 CP +5 Standard attack, 1d12+1/15-18 slashing damage
6 CP +5 Heavy attack, 2d12+1/15-18 slashing damage
11 CP +5 Full attack, 3d12+5/15-18 slashing damage

Psionic Power(s)

5 Combat Points to activate any Psionic Power.

(Control Flame, 20ft max, 0PP)
(Fast Healing, 1 round, 2d2 HP, 8PP)
(Fireball, 40ft max (+4 ranged touch attack), 2d10 Fire, 8PP)
(Fire Strike, 4 rounds, Large size weapon, +2d3 Fire, 13PP)

Reach 5'

Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +3 | Ref +5 | Will +3
Armor
Gambeson (3/Bludgeoning, 2/Piercing; AP 30)
Skills
Acrobatics +7 (+8)
Athletics +6 (+7)
Knowledge (Tactics) +2
Perception +5
**Psionics (Plasma Dynamics) +14
Psionics (Psychometabolism) +10

Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Psionic Squire (Plasma Dynamics) (–1 to PP cost when using psionic powers in the chosen category.)
Psionic Knight (Plasma Dynamics) (–3 to PP cost when using psionic powers in the chosen category.)
Psionic Squire (Psychometabolism) (–1 to PP cost when using psionic powers in the chosen category.)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Psionic Knight (Psychometabolism) (–3 to PP cost when using psionic powers in the chosen category.)
Improved Initiative (Character gains a +3 bonus to Initiative.)

Organization
Solitary or pair

†33 Mental Limit used for initial psionic power use.

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Gambeson, Khepesh, Tactical Sheath, 2 Torches, Flint and Steel, earthenware 1 quart jug (Good Quality Water), location specific dried meat strips

Location or faction specific clothing, Small Waist Pack, Chainmail, Steel Helmet, Long Spear, Light Wood Shield, earthenware 1 quart jug (Good Quality Water), location specific dried meat strips

Renaissance Age to Industrial Age

Dragonbreed Halberdier (Adventurer) (Character Level 2)

Halberdier (Medium Dragonbreed)

BV 32 LVL 2 CHP 16 XHP 16 CP 13 (2 to begin moving)

STR	DEX	CON
14	10	13
INT	WIS	CHA
10	12	8

Initiative +0
Defense 14 (+4 Armor)
Touch 10 | Flat-footed 10
BAB +2
Grapple +4

Attack(s)

Claws (Melee)
2 CP +4 Light attack, 1d4 slashing damage
3 CP +4 Standard attack, 1d4+3 slashing damage
5 CP +4 Heavy attack, 2d4+3 slashing damage
10 CP +4 Full attack, 3d4+7 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 5d2 acid damage, [TN10 Ref] half damage, [TN16 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Halberd (Melee)
3 CP +4 Light attack, 2d8+1/14-18 piercing or slashing damage or 1d4+1/14-18 bludgeoning damage
4 CP +4 Standard attack, 2d8+4/14-18 piercing or slashing damage or 1d4+4/14-18 bludgeoning damage
6 CP +4 Heavy attack, 3d8+4/14-18 piercing or slashing damage or 2d4+4/14-18 bludgeoning damage
11 CP +4 Full attack, 4d8+8/14-18 piercing or slashing damage or 3d4+8/14-18 bludgeoning damage

Reach 5' (15' when attacking with Halberd)

Fighting Space 5' by 5'
Saves Fort +2 | Ref +1 | Will +3

Armor
(DR 3/Acid)
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +1 (+6)
**Athletics +2 (+7)
Craft (Structural) +2
Knowledge (Tactics) +2
Perception +4
Stealth -2 (+4)

Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½x the base STR modifier to damage. When wielding a two-handed weapon, add 2x the base STR modifier to damage.)

Organization
Solitary, pair, or line (2d3+2)

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Breastplate, Steel Helmet, Halberd, Bedding, 2 Torches, Flint and Steel, dried gourd (Good Quality Water), location specific dried meat strips

Dragonbreed Kriegsman (Adventurer) (Character Level 3)

Kriegsman (Medium Dragonbreed)

BV 34 LVL 3 CHP 15 XHP 23 CP 13 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	12	8

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +3

Grapple +4

Attack(s)

Claws (Melee)

2 CP +4 Light attack, 1d4–2 slashing damage

3 CP +4 Standard attack, 1d4+1 slashing damage

5 CP +4 Heavy attack, 2d4+1 slashing damage

10 CP +4 Full attack, 3d4+5 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 6d2 cold damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) lose 1d3 Combat Points for 1d3+1 rounds on a failed Fortitude Saving Throw.

Bayonet (Melee)

3 CP +4 Light attack, 1d6–2/14–18 piercing damage

4 CP +4 Standard attack, 1d6+1/14–18 piercing damage

6 CP +4 Heavy attack, 2d6+1/14–18 piercing damage

11 CP +4 Full attack, 3d6+5/14–18 piercing damage

Flintlock Musket (Ranged) (.75 Ball) (Single)

55ft, 1r, 15% Error Range.

6 CP +4 Single Shot attack, 3d8 ballistic damage

2 CP –2 Potshot attack, 3d8 ballistic damage

Reach 5' (15' when attacking with a bayonet that is attached to musket)

Fighting Space 5' by 5'

Saves Fort+4 | Ref+2 | Will+2

Armor

(DR 3/Cold)

Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)

Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills

**Acrobatics +3 (+8)

**Athletics +4 (+9)

Craft (Mechanical) +2

Knowledge (Tactics) +2

Perception +4

Stealth +1 (+6)

Feats

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14–18.)

Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)

Black Powder Firearms Specialist (–1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)

Simple Weapon Specialist (GM's choice) (–1 to CP cost when attacking with the chosen simple weapon.)

Organization

Team (2d3+1 plus 1 sergeant at Character Level 4)

Possessions

- **Combat Loadout** Location or faction specific uniform, Small Waist Pack, Powder Horn and Bullet Bag, Breastplate, Steel Helmet, Bayonet, Flintlock Musket (with a Bayonet Lug, a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), 2 units of Black Powder, 60 loose rounds of .75 Ball, Tactical Sheath, dried gourd (Good Quality Water), location specific dried meat strips
- **Marching/Travel Loadout** Combat Loadout + Backpack, 2 Torches, Flint and Steel, Bedding

Dragonbreed Langschwert (Adventurer) (Character Level 3)

Langschwert (Medium Dragonbreed)

BV 33 LVL 3 CHP 17 XHP 26 CP 13 (2 to begin moving)

STR	DEX	CON
15	12	12
INT	WIS	CHA
10	12	9

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +3
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4 slashing damage
3 CP +5 Standard attack, 1d4+3 slashing damage
5 CP +5 Heavy attack, 2d4+3 slashing damage
10 CP +5 Full attack, 3d4+7 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 concussion damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) are knocked Prone and further Stunned for 1d2+1 on a failed Fortitude Saving Throw.

Great Sword (Melee)
3 CP +7 Light attack, 2d10+1/14-18 slashing damage
4 CP +7 Standard attack, 2d10+4/14-18 slashing damage
6 CP +7 Heavy attack, 3d10+4/14-18 slashing damage
11 CP +7 Full attack, 4d10+8/14-18 slashing damage

Reach 5' (10' when attacking with Great Sword)
Fighting Space 5' by 5'
Saves Fort+3 | Ref+3 | Will+3
Armor
(DR 3/Concussion)

Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills
**Acrobatics +4 (+9)
**Athletics +5 (+10)
Craft (Structural) +2
Knowledge (Tactics) +2
Perception +4
Stealth +0 (+5)

Feats
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Weapon Expertise (Great Sword) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½x the base STR modifier to damage. When wielding a two-handed weapon, add 2x the base STR modifier to damage.)
Simple Weapon Specialist (GM's choice) (-1 to CP cost when attacking with the chosen simple weapon.)
Power Attack (On the character's turn, before making any attacks, the character may choose to take a penalty on all melee attack rolls and add the same number multiplied by 2 as a bonus to all melee damage rolls. This number may not exceed the character's BAB. The penalty on attacks and bonus on damage applies until the character's next turn.)
Toughness (Character gains +4 XHP and +2 CHP.)

Organization
Solitary, pair, or band (2d2+2)

Possessions

- **Combat Loadout** Location or faction specific clothing, 2 Small Waist Packs, Breastplate, Steel Helmet, Great Sword, Tactical Sheath, dried gourd (Good Quality Water), location specific dried meat strips
- **Marching/Travel Loadout** Combat Loadout + 2 Torches, Flint and Steel, Bedding

Dwarven Conquistador (Adventurer) (Character Level 5)

Conquistador (Medium Hill Dwarf)

BV 20 LVL 5 CHP 18 XHP 35 CP 12 (3 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	13	14

Initiative +1

Defense 16 (+5 Armor, +1 DEX)

Touch 11 | Flat-footed 15

BAB +5

Grapple +7

Attack(s)

Unarmed Strike (Melee)

- 2 CP +8 Light attack, 1d6–1 bludgeoning damage (non-lethal)
- 3 CP +8 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
- 5 CP +8 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
- 10 CP +8 Full attack, 3d6+6 bludgeoning damage (non-lethal)

†Hand Axe (Melee)

- 1 CP +12 Light attack, 3d6+5/15–18 slashing damage
- 2 CP +12 Standard attack, 3d6+8/15–18 slashing damage
- 4 CP +12 Heavy attack, 4d6+8/15–18 slashing damage
- 9 CP +12 Full attack, 5d6+12/15–18 slashing damage

Double Barrel Flintlock Pistol (Ranged) (.75 Ball) (Single/Double) (+1 Mastercraft)

- 20ft, 2r, 15% Error Range.
- 5 CP +7 Single Shot attack, 3d8 ballistic damage
- 3 CP +1 Potshot attack, 3d8 ballistic damage
- 5 CP +7 Double Fire attack, 3d8 ballistic damage (roll damage for each individual shot)
- 5 CP +5 Double Tap attack, 5d8 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort+8 | Ref+3 | Will+4

Armor

- Scalemail (6/Piercing, Slashing, 5/Bludgeoning, 1/Ballistic; AP 80)
- Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills

- Acrobatics +2 (+6)
- Athletics +4 (+8)
- *Knowledge (Arcane Lore) +9
- Knowledge (History) +5
- Knowledge (Tactics) +7

Linguistics (GM's choice) +1

Perception +8

Presence +10

*Ride +5

Speechcraft +9

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Black Powder Firearm Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)

Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)

Focused Saving Throw (Fortitude)

Skill Focus (Presence)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Skill Focus (Speechcraft)

Axe Specialist (Character gains an additional +1 damage die when wielding a battle-axe, broadaxe, or hand axe, and also gains a +2 bonus to all attacks with axes.)

Black Powder Firearm Specialist (–1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)

Skill Focus (Knowledge (Tactics))

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Organization

Retinue (1 conquistador plus 1d4+4 dwarven musketeers)

†The bonuses granted by this weapon's upgrades apply only when used by this character (see pg. 161 of the Core Rulebook for more details).

Possessions

- **Combat Loadout** Location or faction specific uniform, Backpack, 2 Small Waist Packs, Scalemail, Steel Helmet, Powder Horn and Bullet Bag, Hand Axe (with Custom Handle and Personalized upgrades), Mastercraft +1 Double Barrel Flintlock Pistol (with Loading Equipment), 1 unit of Black Powder, 30 loose rounds of .75 Ball, Gun Belt (single holster), Tactical Sheath, Hip Lantern, Flint and Steel, Canteen (Good Quality Water), dwarven ration
- **Marching/Travel Loadout** Combat Loadout + Bedding, 2 Glass Globes, 1 unit (8 oz) of Lamp Oil, 2 dwarven rations, pouch of Gold Coins totaling 1d10 WP

Dwarven Musketeer/Tercio (Adventurer) (Character Level 3)

Musketeer/Tercio (Medium Hill Dwarf)

BV 26 LVL 3 CHP 19 XHP 28 CP 12 (2 to begin moving)

STR	DEX	CON
14	12	14
INT	WIS	CHA
10	12	8

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Bayonet (Melee)
2 CP +5 Light attack, 1d6/14-18 piercing damage
3 CP +5 Standard attack, 1d6+3/14-18 piercing damage
5 CP +5 Heavy attack, 2d6+3/14-18 piercing damage
10 CP +5 Full attack, 3d6+7/14-18 piercing damage
Hand Axe (Melee)
2 CP +5 Light attack, 2d6+4/15-18 slashing damage
3 CP +5 Standard attack, 2d6+7/15-18 slashing damage
5 CP +5 Heavy attack, 3d6+7/15-18 slashing damage
10 CP +5 Full attack, 4d6+11/15-18 slashing damage
Flintlock Musket (Ranged) (.75 Ball) (Single)
55ft, 1r, 15% Error Range.
6 CP +4 Single Shot attack, 3d8 ballistic damage
2 CP -2 Potshot attack, 3d8 ballistic damage

Reach 5' (10' when attacking with a bayonet that is attached to musket, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +2

Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +3 (+8)
**Athletics +3 (+8)
Craft (Structural) +3
Knowledge (History) +2
Knowledge (Tactics) +2
Perception +5
Stealth -1 (+4)
Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Black Powder Firearm Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Black Powder Firearm Specialist (-1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)
Organization
Team (1d3+2 musketeers plus 1 sergeant at Character Level 4) or line (1d3+7 musketeers plus 1 sergeant at Character Level 4)

Possessions

- **Combat Loadout** Location or faction specific uniform, 2 Small Waist Packs, Powder Horn and Bullet Bag, Breastplate, Steel Helmet, Hand Axe, Bayonet, Flintlock Musket (with a Bayonet Lug, a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, 60 loose rounds of .75 Ball, Tactical Sheath, Canteen (Good Quality Water), dwarven ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Bedding, 1 unit of Black Powder, 2 Strike Rods, Flint and Steel, Hemp Rope (50ft), 2 dwarven rations

Dwarven Underminer (Adventurer) (Character Level 3)

Underminer (Medium Cave Dwarf)

BV 8 LVL 3 CHP 22 XHP 25 CP 12

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	12	8

Initiative +1

Defense 15 (+1 DEX)

Touch 10 | Flat-footed 15

BAB +3

Grapple +5

Attack(s)

Unarmed Strike (Melee)

2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)

3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)

5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)

10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Field Knife (Melee)

2 CP +5 Light attack, 3d3–1/14–18 slashing damage

3 CP +5 Standard attack, 3d3+2/14–18 slashing damage

5 CP +5 Heavy attack, 3d3+2/14–18 slashing damage

10 CP +5 Full attack, 5d3+6/14–18 slashing damage

Light Pick (Melee)

3 CP +5 Light attack, 1d10–1/13–18 piercing damage

4 CP +5 Standard attack, 1d10+2/13–18 piercing damage

6 CP +5 Heavy attack, 2d10+2/13–18 piercing damage

11 CP +5 Full attack, 3d10+6/13–18 piercing damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Low-Light Vision

Saves Fort +5 (+10 against disease and poison) | Ref +3 | Will +2

Armor

Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)

Skills

Acrobatics +6

Athletics +7

Craft (Chemical) +4

**Demolitions +14

Knowledge (History) +3

Perception +8

**Stealth +8

Feats

Archaic Weapons Proficiency (Picks) (Grants proficiency with the chosen class of weaponry.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Skill Focus (Perception)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Skill Focus (Demolitions)

Simple Weapons Specialist (Field Knife) (–1 to CP cost when attacking with the chosen simple weapon.)

Knife Martial Arts (Field Knife) (Character gains +1 die of damage when wielding the chosen type of knife.)

Focused Saving Throw (Fortitude)

Organization

Solitary or team (1d2+1)

Possessions

Location or faction specific clothing, light filtering goggles, Backpack, Small Waist Pack, Steel Helmet, Field Knife, Light Pick, Concealed Sheath, Tactical Sheath, 8 units of Black Powder (in Cask), 2 Torches, Flint and Steel, Hemp Rope (50ft), flask (Good Quality Water), 3 dwarven rations, Cask, Bedding

Elven Fusilier (Adventurer) (Character Level 2)

Fusilier (Medium Desert Elf)

BV 15 LVL 2 CHP 10 XHP 13 CP 17

STR	DEX	CON
10	14	11
INT	WIS	CHA
10	12	9

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +2
Grapple +2

Attack(s)

Survival Knife (Melee)
2 CP +2 Light attack, 1d4-3/14-18 slashing damage
3 CP +2 Standard attack, 1d4/14-18 slashing damage
5 CP +2 Heavy attack, 2d4/14-18 slashing damage
10 CP +2 Full attack, 3d4+4/14-18 slashing damage
Survival Knife Bayonet (Melee)
3 CP +2 Light attack, 2d4-3/14-18 piercing damage
4 CP +2 Standard attack, 2d4/14-18 piercing damage
6 CP +2 Heavy attack, 3d4/14-18 piercing damage
11 CP +2 Full attack, 4d4+4/14-18 piercing damage
Matchlock Carbine (Ranged) (.52 Ball) (Single)
40ft (60ft with feat), 1r, 20% Error Range.
6 CP +4 Single Shot attack, 2d8 ballistic damage
2 CP -2 Potshot attack, 2d8 ballistic damage

Reach 5' (10' when attacking with a bayonet that is attached to musket, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Special Qualities Blindsight 35'
Saves Fort+1 | Ref+4 | Will+2
Armor

None
Skills
**Acrobatics +7
Athletics +6
Craft (Mechanical) +2
Knowledge (Tactics) +2
Perception +4
Ride +3
**Stealth +4

Feats
Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)
Ballistic Specialization (Black Powder) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Black Powder Firearms Specialist (-1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Organization
Team (3d2 fusiliers plus 1 sergeant at Character Level 3) or fusillade (1d3+7 fusiliers plus 2 sergeants at Character Level 4)

Possessions

Location or faction specific clothing, a head wrap, a cloak, Backpack, Small Waist Pack, Bedding, Powder Horn and Bullet Bag, Bayonet/Survival Knife, Matchlock Carbine (with a Bayonet Lug, a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, 60 loose rounds of .52 Ball, Concealed Sheath, 2 Strikerods, Canteen (Good Quality Water), 3 desert elven rations

Elven Necromancer (Combat Spell Practitioner) (Character Level 6)

Necromancer (Medium High Elf)

BV38 LVL 6 CHP 8 XHP 22 ML180+ CP17

STR	DEX	CON
9	14	9
INT	WIS	CHA
16	14	10

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +6

Grapple +5

Attack(s)

††Crystal Dagger (Melee)

2 CP +6 Light attack, 1d4-3/14-18 slashing damage
3 CP +6 Standard attack, 1d4+1/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +6 Full attack, 3d4+5/14-18 slashing damage

Short Spear (Melee)

3 CP +5 Light attack, 2d6-1/15-18 piercing or 1d4-4 bludgeoning damage
4 CP +5 Standard attack, 2d6+2/15-18 piercing or 1d4-1 bludgeoning damage
6 CP +5 Heavy attack, 3d6+2/15-18 piercing or 2d4-1 bludgeoning damage
11 CP +5 Full attack, 4d6+6/15-18 piercing or 3d4+3 bludgeoning damage

Wood Dip Pen Stylus (Ranged)

40ft
4 CP +9 attack, 6d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(*Aetherrod Format* 20ft (touch/ranged touch), 3 uses, 5SP)

(*Create Image* (touch), creates a visual illusion of creature up to Large in size for 5 minutes (50 rounds), 3 uses, 11SP)

(*Concussive Shield* (touch), AP6, DR 4/Concussion, 12 hours, 6 uses, 7SP)

(*Fire Shield* (touch), AP6, DR 4/Fire, 12 hours, 6 uses, 7SP)

(*Necro Bolt* 10ft (+8 ranged touch attack), 1d3 CHP damage, Repeat Spell (+2 charges), 5 uses, 17SP)

Scrolls(s)

(*Enchant Object, A Touch of Evil* 20ft (ranged touch), adds enchantment on an object up to Large in size, +2d4 CHP damage, 5 uses, 10 rounds on object, 8 Enchantment SP + 17 Necromancy SP)

Reach 5' (10' with Short Spear, cannot strike adjacent foes)

Fighting Space 5' by 5'

Saves Fort+2 | Ref+6 | Will+6

Armor

None

Skills

*Acrobatics +10

Craft (Alchemy) +12

Knowledge (Arcane Lore) +12

Knowledge (Tactics) +9

Knowledge (Theology and Philosophy) +12

Linguistics (Sidhe) +Free

Linguistics (GM's choice) +1

Perception +10

Spellschool (Abjuration) +12

Spellschool (Enchantment) +12

Spellschool (Illusion) +12

**SSpellschool (Necromancy) +25

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)

Runic Stylist (Necromancy) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Skill Focus (Spellschool (Necromancy))

Magical Apprentice (Necromancy) (-1 to SP cost when scribing spells of the chosen spellschool.)

Magical Apprentice (Abjuration) (-1 to SP cost when scribing spells of the chosen spellschool.)

Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)

Magical Journeyman (Abjuration) (-3 to SP cost when scribing spells of the chosen spellschool.)

Magical Apprentice (Illusion) (-1 to SP cost when scribing spells of the chosen spellschool.)

Magical Journeyman (Necromancy) (-3 to SP cost when scribing spells of the chosen spellschool.)

Magical Journeyman (Illusion) (-3 to SP cost when scribing spells of the chosen spellschool.)

Repeat Spell (see pg. 63 of Modern Magika)

Skill Focus (Craft (Alchemy))

Skill Focus (Spellschool (Illusion))

Magical Apprentice (Enchantment) (-1 to SP cost when scribing spells of the chosen spellschool.)

Organization

Varies

+68 Mental Limit used.

††The bonuses granted by this weapon's Custom Handle upgrade applies only when used by this character (see pg. 161 of the Core Rulebook for more details). Due to the Jagged upgrade, any target hit by this weapon that is not wearing qualifying armor (or has applicable Damage Reduction) immediately counts as having suffered 2 bleed damage dice.

Possessions

Faction specific vestments, a hooded cloak, 3 Small Waist Packs, Short Spear (with Razor Sharp upgrade), Crystal Dagger (with a Custom Handle and Jagged upgrade), Wood Dip Pen Stylus, Concealed Sheath, Glass Globe with Ink (enough to write up to 80 spells), 6 Loose Leaf pages of Cotton Paper (6 used), 2 Loose Leaf pages of Parchment Paper (1 used, 1 blank), 1 Scroll-Formatted Loose Leaf pages of Parchment Paper (used), flask (Good Quality Water), dried fruit pieces

Human/Terran Dragoon (Adventurer) (Character Level 4)

Dragoon (Medium Human/Terran)

BV 22 LVL 4 CHP 14 XHP 27 CP 15 (2 to begin moving)†

STR	DEX	CON
13	13	12
INT	WIS	CHA
12	12	10

Initiative +4
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +4
Grapple +5

Attack(s)

Saber (Melee)
3 CP +5 Light attack, 1d8–2/13-18 piercing or slashing damage
4 CP +5 Standard attack, 1d8+1/13-18 piercing or slashing damage
6 CP +5 Heavy attack, 2d8+1/13-18 piercing or slashing damage
11 CP +5 Full attack, 3d8+5/13-18 piercing or slashing damage
Flintlock Musket Pistol (Ranged) (.75 Ball) (Single)
20ft, 1r, 15% Error Range.
5 CP +5 Single Shot attack, 3d8 ballistic damage
3 CP –1 Potshot attack, 3d8 ballistic damage
Flintlock Musket Pistol (Ranged) (.75 Ball) (Single)
20ft, 1r, 15% Error Range.
5 CP +5 Single Shot attack, 3d8 ballistic damage
3 CP –1 Potshot attack, 3d8 ballistic damage
Reach 5’
Fighting Space 5’ by 5’
Saves Fort +4 | Ref +4 | Will +4
Armor
Breastplate (9/Slashing, 5/Piercing, 2/Bludgeoning; AP 90)
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
Acrobatics +9
*Athletics +9
Craft (Mechanical) +4
Knowledge (Civics) +5
Knowledge (Tactics) +5
Perception +8
**Ride +10
Feats

Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)
Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)
Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon, character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with a sabre, cutlass, rapier, or parrying dagger and the Critical Threat range for any of these weapons is 13-18.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Fencing Specialist (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +4 bonus to all Disarm attempts and a +4 bonus to all Sunder attempts, character can also increase the CP cost of an attack with made with a sabre, cutlass, rapier or parrying dagger by 2 CP and make a touch attack with the weapon.)
Ballistic Specialization (Black Powder) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Skill Focus (Ride)
Black Powder Firearms Specialist (–1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Danger Sense (Before combat starts, the character may roll their Initiative check twice and take the best result. The character must decide to reroll before the first round starts.)
Organization
Solitary, pair, or squadron (1d3+3)

†Does not apply to distance moved while on horseback.

Possessions

- **Combat Loadout** Location or faction specific uniform, Small Waist Pack, Breastplate, Steel Helmet, 2 Flintlock Musket Pistols (with Loading Equipment), 2 loose rounds of .75 Ball, 2 Holsters, Canteen (Good Quality Water), ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Powder Horn and Bullet Bag, Bedding, 1 unit of Black Powder, 60 loose rounds of .75 Ball, Flint and Steel, Hemp Rope (50ft), 2 rations, Warhorse (see pg. 88-89 of Field Identification Guide 1 for more details)

Human/Terran Line Infantryman (Adventurer) (Character Level 2)

Line Infantryman (Medium Human/Terran)

BV15 LVL2 CHP13 XHP11 CP15

STR	DEX	CON
13	12	11
INT	WIS	CHA
10	10	7

Craft (Structural) +3
 Knowledge (Tactics) +2
 Perception +4
 Ride +2
 Stealth +3

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +2

Grapple +3

Attack(s)

Bayonet (Melee)

3 CP +3 Light attack, 1d6-1/14-18 piercing damage

4 CP +3 Standard attack, 1d6+2/14-18 piercing damage

6 CP +3 Heavy attack, 2d6+2/14-18 piercing damage

11 CP +3 Full attack, 3d6+6/14-18 piercing damage

Flintlock Musket (Ranged) (.75 Ball) (Single)

55ft, 1r, 20% Error Range.

6 CP +3 Single Shot attack, 3d8 ballistic damage

3 CP -3 Potshot attack, 3d8 ballistic damage

Reach 5' (10' when attacking with a bayonet that is attached to musket, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort+2 | Ref+1 | Will+2

Armor

None

Skills

**Acrobatics +7

**Athletics +7

Feats

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Forceful Strike (When using a Small or smaller melee weapon two-handed, add 1½x the base STR modifier to damage. When wielding a two-handed weapon, add 2x the base STR modifier to damage.)

Ballistic Specialization (Black Powder) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Organization

Team (1d3+2 line infantry plus 1 sergeant at Character Level 3) or line (1d3+7 line infantry plus 1 sergeant at Character Level 4)

Possessions

- **Combat Loadout** Location or faction specific uniform, Small Waist Pack, Powder Horn and Bullet Bag, Bayonet, Flintlock Musket (with a Bayonet Lug, a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, 60 loose rounds of .75 Ball, Canteen (Good Quality Water), ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Bedding, 1 unit of Black Powder, Flint and Steel, Hemp Rope (50ft), 2 rations

Orcish Scattergunner (Adventurer) (Character Level 2)

Scattergunner (Medium Bayou Orc)

BV14 LVL3 CHP15 XHP16 CP14

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	12	8

Initiative +2
Defense 12 (+2 DEX, +3 Misc [against one designated opponent])
Touch 12 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Shortsword (Melee)
3 CP +3 Light attack, 2d3–1/15-18 piercing damage
4 CP +3 Standard attack, 2d3+2/15-18 piercing damage
6 CP +3 Heavy attack, 3d3+2/15-18 piercing damage
11 CP +3 Full attack, 4d3+6/15-18 piercing damage
Heavy Wood Shield (Melee)
+3 dodge bonus when fighting defensively, +6 Fortitude Saving Throw bonus when performing the Brace reaction.
3 CP +4 Light attack, 1d4–2 bludgeoning damage
4 CP +4 Standard attack, 1d4+1 bludgeoning damage
6 CP +4 Heavy attack, 2d4+1 bludgeoning damage
11 CP +4 Full attack, 3d4+5 bludgeoning damage
†Blunderbuss (Ranged) (Single)
20ft, 1r, 20% Error Range.
5 CP +4 Single Shot attack, #d4 ballistic damage (see text)
3 CP –2 Potshot attack, #d4 ballistic damage (see text)

Reach 5'

Fighting Space 5' by 5'
Saves Fort +2 | Ref +6 | Will +3
Armor
Steel Helmet (4/Bludgeoning, Piercing, Slashing, 1/Ballistic; AP 18)
Skills
**Acrobatics +10
Athletics +8
Knowledge (Tactics) +2
Perception +6
Ride +3
**Stealth +8
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)
Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)
Focused Saving Throw (Reflex)
Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)
Skill Focus (Athletics)
Organization
Team (3d2 scattergunners plus 1 sergeant at Character Level 3) or line (1d6+6 scattergunners plus 2 sergeants at Character Level 4)

†A blunderbuss does not use a standardized kind of ammunition. Damage is determined by the amount of "shot" loaded into the blunderbuss (see pg. 150 of the Core Rulebook for more details).

Possessions

Location or faction specific clothing, Small Waist Pack, Backpack, Bedding, Powder Horn and Bullet Bag, Steel Helmet, Shortsword, Heavy Wood Shield, Blunderbuss (with a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, Tactical Sheath, location specific dried meat strips, Canteen (Good Quality Water)

Sslythen Shadow Speaker (Shadow Seer) (Character Level 4)

Shadow Speaker (Medium Sslythen)

BV 20 LVL 4 CHP 13 XHP 26 ML 120† CP 14 (1 to begin moving)

STR	DEX	CON
13	13	12
INT	WIS	CHA
12	14	14

Initiative +1

Defense 12 (+1 Armor, +1 DEX, +3 Misc [against one designated opponent])
Touch 11 | Flat-footed 11

BAB +4

Grapple +5

Attack(s)

Tail Whip (Melee)

2 CP +5 Light attack, 1d8–2 bludgeoning damage
3 CP +5 Standard attack, 1d8+1 bludgeoning damage
5 CP +5 Heavy attack, 2d8+1 bludgeoning damage
10 CP +5 Full attack, 3d8+5 bludgeoning damage

Bastard Sword (Melee)

3 CP +5 Light attack, 2d6–2/15-18 slashing damage
4 CP +5 Standard attack, 2d6+1/15-18 slashing damage
6 CP +5 Heavy attack, 3d6+1/15-18 slashing damage
11 CP +5 Full attack, 3d6+5/15-18 slashing damage

Incantation(s)

(*Bloodline Proficiency*, grants the Invoker proficiency in a single chosen melee or thrown weapon (excludes unarmed strike), if already proficient in this weapon, the Invoker gains a +3 attack bonus with the weapon chosen (see pg. 52 of the Modern Magika rulebook for more details), 3 rounds, 9IP, 7 CP)

(*Shadow Weapon*, creates a melee weapon of the Invoker's choice that the Invoker is considered proficient in using (see pg. 53 of the Modern Magika rulebook for more details), 6 rounds, 3IP, 6 CP)

Reach 5'

Fighting Space 5' by 5'

Special Qualities Fast Healing, Low-Light Vision, Regeneration

Saves Fort+4 | Ref+3 | Will+5

Armor

Studded Leather Vest (5/Slashing, 2/Bludgeoning, Piercing; AP 42)

Skills

Acrobatics +3 (+5)

Athletics +3 (+5)

Knowledge (Tactics) +3

Incantation (Heirloom) +10

*Incantation (Shadow Control) +13

Incantation (Shadow Offense) +9

Perception +7

Feats

Reciter (Shadow Control) (–1 to IP cost when creating incantation recipes of the selected language.)

Archaic Weapons Proficiency (Combat Swords) (Grants proficiency with the chosen class of weaponry.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Sword Martial Arts (When wielding a shortsword, bastard sword, broadsword, longsword, great sword, khepesh, or maquahuil the size class can be considered to be one less, applies only to using and not concealing.)

Reciter (Heirloom) (–1 to IP cost when creating incantation recipes of the selected language.)

Reciter (Shadow Offense) (–1 to IP cost when creating incantation recipes of the selected language.)

Dodge (During the character's action, the character can designate up to 3 opponents and receives a +3 dodge bonus to DEF against any subsequent attacks from those opponents. The character can select a new 3 opponents on their turn.)

Speaker (Heirloom) (–3 to IP cost when creating incantation recipes of the selected language.)

Speaker (Shadow Offense) (–3 to IP cost when creating incantation recipes of the selected language.)

Organization

Varies

†15 Mental Limit used for initial keeping of Incantation recipes.
20 recipes may be kept.

Possessions

Location or faction specific clothing, 2 Small Waist Packs, Studded Leather Vest, Bastard Sword, Tactical Sheath, 2 Torches, Flint and Steel, flask (Good Quality Water), location specific dried meat strips

Sslythen Militiaman (Adventurer) (Character Level 2)

Militiaman (Medium Sslythen)

BV 18 LVL 2 CHP 13 XHP 16 CP 14

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Tail Whip (Melee)
2 CP +3 Light attack, 1d8–2 bludgeoning damage
3 CP +3 Standard attack, 1d8+1 bludgeoning damage
5 CP +3 Heavy attack, 2d8+1 bludgeoning damage
10 CP +3 Full attack, 3d8+5 bludgeoning damage
Survival Knife (Melee)
1 CP +3 Light attack, 1d4–2/14-18 slashing damage
2 CP +3 Standard attack, 1d4+1/14-18 slashing damage
4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
9 CP +3 Full attack, 3d4+5/14-18 slashing damage
Survival Knife Bayonet (Melee)
3 CP +3 Light attack, 2d4–2/14-18 piercing damage
4 CP +3 Standard attack, 2d4+1/14-18 piercing damage
6 CP +3 Heavy attack, 3d4+1/14-18 piercing damage
11 CP +3 Full attack, 4d4+5/14-18 piercing damage
Matchlock Musket (Ranged) (.75 Ball) (Single)
55ft, 1r, 40% Error Range.
6 CP +3 Single Shot attack, 3d8 ballistic damage
3 CP –3 Potshot attack, 3d8 ballistic damage

Reach 5' (15' when bayonet is attached to and used with musket)
Fighting Space 5' by 5'
Special Qualities Fast Healing, Low-Light Vision, Regeneration
Saves Fort +3 | Ref +2 | Will +2
Armor
None
Skills
Acrobatics +4
**Athletics +6
Craft (Structural) +2
Knowledge (Streetwise) +2
Perception +5
*Stealth +6
Feats
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)
Simple Weapon Specialist (Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)
Organization
Solitary, pair, or group (3d2)

Possessions

Location or faction specific clothing, Small Waist Pack, Powder Horn and Bullet Bag, Bayonet/Survival Knife, Matchlock Musket (with a Bayonet Lug, a permanent Fixed Stock, Loading Equipment, and a Patrol Sling), Concealed Sheath, 1 units of Black Powder, 40 loose rounds of .75 Ball, earthenware 1 quart jug (Good Quality Water), location specific dried meat strips

Industrial Age to Late Industrial Age

Gambler (Criminal) (Ordinary Level 1)

Gambler (Small Kobold)

BV 5 LVL1 CHP 8 XHP 6 CP 18

STR	DEX	CON
9	16	10
INT	WIS	CHA
11	16	12

Initiative +6

Defense 14 (+3 DEX, +1 Size)

Touch 14 | Flat-Footed 11

BAB +1

Grapple -4

Attack(s)

Escape Knife (Melee)

2 CP -1 Light attack, 1d2-3 piercing damage

3 CP -1 Standard attack, 1d2 piercing damage

5 CP -1 Heavy attack, 2d2 piercing damage

10 CP -1 Full attack, 3d2+4 piercing damage

Sharps 4 Shot Derringer (Ranged) (.32 Rimfire) (SA)

15ft, 4r

5 CP +5 Single Shot attack, 2d3 ballistic damage

4 CP -1 Potshot attack, 2d3 ballistic damage

6 CP +0 Double Tap attack, 3d3 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Receptive Healing, Scent

Saves Fort +0 | Ref +3 | Will +3

Armor

None

Skills

Acrobatics +3

Athletics +2

**Knowledge (Streetwise) +5

Perception +8 (+12 for scent-based checks)

Speechcraft +4

**Stealth +8

Feats

Improved Initiative (Character gains a +3 bonus to Initiative.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Perception)

Organization

Solitary

Possessions

Business Clothes (for appropriate temperature range), bowler hat, Escape Knife, Sharps 4 Shot Derringer, 12 loose rounds of .32 Rimfire Lead, Quick Draw Holster (for use with Sharps 4 Shot Derringer), 1d8 WP in cash or precious metal coins

Elven Line Infantry Rifleman (Military) (Character Level 2)

Line Infantry Rifleman (Medium High Elf)

BV15 LVL2 CHP10 XHP13 CP15

STR	DEX	CON
11	13	11
INT	WIS	CHA
10	14	7

Knowledge (Tactics) +2
Perception +6
Ride +3
Stealth +3

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)
Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster’s stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)

Black Powder Firearms Specialist (-1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)

Ballistic Specialization (Black Powder) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Organization

Team (1d3+2 line infantry plus 1 sergeant at Character Level 3) or line (1d3+7 line infantry plus 1 sergeant at Character Level 4)

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +2

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6-3 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+4 bludgeoning damage (non-lethal)

Bayonet (Melee)
3 CP +2 Light attack, 1d6-3/14-18 piercing damage
4 CP +2 Standard attack, 1d6/14-18 piercing damage
6 CP +2 Heavy attack, 2d6/14-18 piercing damage
11 CP +2 Full attack, 3d6+4/14-18 piercing damage

Enfield 1853 (Ranged) (.58 Minié Ball) (Single)
75ft, 1r, 5% Error Range.
6 CP +3 Single Shot attack, 2d10 ballistic damage
2 CP -3 Potshot attack, 2d10 ballistic damage

Reach 5’ (10’ when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5’ by 5’
Saves Fort +1 | Ref +3 | Will +2

Armor
None

Skills
**Acrobatics +6
**Athletics +6
Craft (Structural) +3

Possessions

- **Combat Loadout** Location or faction specific uniform, 2 Small Waist Packs, Powder Horn and Bullet Bag, Bayonet, Enfield 1853 (with a Bayonet Lug, a Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, 60 Percussion Caps, 60 loose rounds of .58 Minié Ball, Canteen (Good Quality Water), ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Bedding, 1 unit of Black Powder, Flint and Steel, Hemp Rope (50ft), 2 rations

Human/Terran Line Infantry Rifleman (Military) (Character Level 2)

Line Infantry Rifleman (Medium Human/Terran)

BV16 LVL2 CHP14 XHP18 CP15

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	12	7

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +2

Grapple +3

Attack(s)

Unarmed Strike (Melee)

- 2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
- 3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
- 5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
- 10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Survival Knife (Melee)

- 2 CP +3 Light attack, 1d4–2/14-18 slashing damage
- 3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
- 5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
- 10 CP +3 Full attack, 3d4+5/14-18 slashing damage

Bayonet (Melee)

- 3 CP +3 Light attack, 1d6–2/14-18 piercing damage
- 4 CP +3 Standard attack, 1d6+1/14-18 piercing damage
- 6 CP +3 Heavy attack, 2d6+1/14-18 piercing damage
- 11 CP +3 Full attack, 3d6+5/14-18 piercing damage

Springfield M1861 (Ranged) (.58 Minié Ball) (Single)

- 70ft, 1r, 5% Error Range.
- 6 CP +3 Single Shot attack, 2d10 ballistic damage
- 2 CP –3 Potshot attack, 2d10 ballistic damage

Reach 5' (15' when attacking with a bayonet that is attached to rifle)

Fighting Space 5' by 5'

Saves Fort +2 | Ref +1 | Will +2

Armor

None

Skills

- **Acrobatics +7
- **Athletics +7
- Craft (Structural) +3
- Knowledge (Tactics) +2
- Perception +4
- Ride +2
- Stealth +2

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Black Powder Firearms Proficiency (Grants proficiency with black powder firearms, user may reload black powder firearms and receive bonuses from firearm upgrades.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)

Black Powder Firearms Specialist (–1 to CP cost when attacking with or reloading a black powder firearm, and the Error Range when using a black powder weapon is 5% less.)

Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)

Organization

Team (1d3+2 line infantry plus 1 sergeant at Character Level 3) or line (1d3+7 line infantry plus 1 sergeant at Character Level 4)

Possessions

- **Combat Loadout** Location or faction specific uniform, 2 Small Waist Packs, Powder Horn and Bullet Bag, Bayonet, Survival Knife, Springfield M1861 (with a Bayonet Lug, a Fixed Stock, Loading Equipment, and a Patrol Sling), 1 unit of Black Powder, 60 Percussion Caps, 60 loose rounds of .58 Minié Ball, Tactical Sheath, Canteen (Good Quality Water), ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Bedding, 1 unit of Black Powder, Flint and Steel, Hemp Rope (50ft), 2 rations

Mercenary Calvary Scout (Adventurer) (Character Level 4)

Mercenary Cavalry Scout (Medium Forest Elf)

BV 20 LVL 4 CHP 11 XHP 29 CP 17

STR	DEX	CON
13	14	12
INT	WIS	CHA
11	14	8

Linguistics (Trade Bant Simp.) +Free
Perception +8
Ride +8
\$Stealth +10

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon, character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with a sabre, cutlass, rapier, or parrying dagger and the Critical Threat range for any of these weapons is 13-18.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Fanning Proficiency (The total Recoil Penalty is reduced by 2 when performing fanning attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)

Skill Focus (Ride)
Skill Focus (Stealth)

Organization

Solitary or pair

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +4
Grapple +5

Attack(s)

Sabre (Melee)

3 CP +5 Light attack, 1d8-2/13-18 piercing or slashing damage
4 CP +5 Standard attack, 1d8+1/13-18 piercing or slashing damage
6 CP +5 Heavy attack, 2d8+1/13-18 piercing or slashing damage
11 CP +5 Full attack, 3d8+5/13-18 piercing or slashing damage

Winchester Model 1887 (Ranged) (12 Gauge) (Lever)

45ft, 4r, -1 CP for all Single Shot and Potshot attacks, +3 CP when firing from Prone position.
5 CP +7 Single Shot attack, 5d6 ballistic damage
1 CP +1 Potshot attack, 5d6 ballistic damage

Colt Frontier Calvary (Ranged) (.44-40 Winchester) (SA)

35ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders.
5 CP +8 Single Shot attack, 1d10+5 ballistic damage
4 CP +3 Potshot attack, 1d10+5 ballistic damage
4 CP +2 2R Fan attack, 2d10+5 ballistic damage
5 CP +0 3R Fan attack, 3d10+5 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +4 | Ref +5 | Will +3
Armor
None

Skills
**Acrobatics +8
**Athletics +7
Craft (Mechanical) +3
Knowledge (Tactics) +5

Possessions

Location or faction specific uniform, cowboy hat, Backpack, 2 Small Waist Packs, Sabre, Winchester Model 1887 (with a Fixed Stock, a Patrol Sling, and a Smoothbore Barrel), Colt Frontier Calvary, 24 loose rounds of 12 Gauge 00 Buckshot Shells, 24 loose rounds of .44-40 Winchester Lead, Single Holster Gunbelt, Tactical Sheath, Bedding, Canteen (Good Quality Water), 3 Trail Rations, Horse (see pg. 88 of the Field Identification Guide 1 for more details)

Miner (Blue Collar) (Ordinary Level 1)

Miner (Medium Bayou Orc)

BV16 LVL1 CHP14 XHP6 CP14

STR	DEX	CON
13	10	11
INT	WIS	CHA
10	10	8

Initiative +0

Defense 10

Touch 10 | Flat-footed 10

BAB +1

Grapple +2

Attack(s)

Unarmed Strike (Melee)

2 CP +3 Light attack, 1d6-2 bludgeoning damage (non-lethal)
 3 CP +3 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
 5 CP +3 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
 10 CP +3 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Field Knife (Melee)

3 CP +2 Light attack, 2d3-2/14-18 slashing damage
 4 CP +2 Standard attack, 2d3+1/14-18 slashing damage
 6 CP +2 Heavy attack, 3d3+1/14-18 slashing damage
 11 CP +2 Full attack, 4d3+5/14-18 slashing damage

Heavy Pick (Melee)

3 CP +2 Light attack, 3d6-2/13-18 piercing damage
 4 CP +2 Standard attack, 3d6+1/13-18 piercing damage
 6 CP +2 Heavy attack, 4d6+1/13-18 piercing damage
 11 CP +2 Full attack, 5d6+5/13-18 piercing damage

Smith & Wesson Model 3 (Ranged) (.44 American) (SA)

30ft, 6r, not affected by Error Range due to ammunition.
 6 CP +2 Single Shot attack, 1d6+3 ballistic damage
 5 CP -4 Potshot attack, 1d6+3 ballistic damage

5 CP +0 2R Fan attack, 2d6+3 ballistic damage

6 CP -2 3R Fan attack, 3d6+3 ballistic damage

†Dynamite Stick (Ranged)

10ft (20ft blast radius)

5 CP +1 Throw attack 2d12 concussion damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +0 | Ref +0 | Will +0

Armor

None

Skills

** Animal Handling +2

Acrobatics +2

Athletics +2

** Craft (Structural) +3

Knowledge (Earth and Life Sciences) +3

Perception +3

Stealth +2

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Archaic Weapons Proficiency (Picks) (Grants proficiency with the chosen class of weaponry.)

Organization

Solitary, pair, or group (2d3+2)

†Dynamite sticks require that the fuse be ignited to be used properly.

Possessions

Casual Clothes (Hot Weather), 2 Small Waist Packs, Field Knife, Heavy Pick, Smith & Wesson Model 3, 2 Dynamite Sticks, 12 loose rounds of .44 American FMJ/Lead, Belt Holster, Tactical Sheath, Matchbook with 5 Matches, Canteen (Good Quality Water), ration

Olde Timey Assassin (Criminal) (Character Level 4)

Olde Timey Assassin (Medium Desert Elf)

BV 17 LVL 4 CHP 10 XHP 25 CP 17

STR	DEX	CON
12	16	11
INT	WIS	CHA
12	14	10

Initiative +3
Defense 13 (+3 DEX)
Touch 13 | Flat-footed 10
BAB +4
Grapple +5

Attack(s)

†Garrote (Melee)
Special damage
Escape Knife (Melee)
2 CP +5 Light attack, 1d2-1 piercing damage
3 CP +5 Standard attack, 1d2+2 piercing damage
5 CP +5 Heavy attack, 2d2+2 piercing damage
10 CP +5 Full attack, 3d2+6 piercing damage
Springfield M1871 Rolling Block Rifle (Ranged) (.50-70 Government) (Single)
90ft (135ft with feat) (110ft with optic) (110-170ft with feat and optic) (must spend 3 CP to sight in a target), 1r
6 CP +7 Single Shot attack, 3d10+5 ballistic damage
3 CP +1 Potshot attack, 3d10+5 ballistic damage
Throwing Knife (Ranged)
10ft
5 CP +7 Throw attack, 1d3+3 piercing damage
Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35'
Saves Fort +3 | Ref +6 | Will +4
Armor
None
Skills
Acrobatics +10
Athletics +8
Craft (Chemical) +8
Knowledge (Streetwise) +6
Perception +8
**Presence +8
**Stealth +10
Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Ballistic Specialization (Heavy Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)
Exotic Melee Weapons Proficiency (Garrote and Throwing Knives/Stars) (Grants proficiency with the chosen weapons.)
Skill Focus (Stealth)
Skill Focus (Perception)
Spotter (Character may sight in a target using a telescopic sight for 3 CP.)
Rifle And SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Dead Aim (Before making a ranged attack, the character may spend 7 CP to line up the shot. This grants the character a +2 circumstance bonus on their next attack. The attack must be a single shot attack. Any other attack besides a single shot does not gain the bonuses for this attack, and the character loses the benefit of aiming. If the character takes damage or is effected by a status effect before attacking, the character loses the benefit of aiming. All movement costs are doubled if the character uses the benefits of this feat, until either forgoing the bonus to attack, or performing any attack. The effect does not stack between rounds.)
Skill Focus (Presence)
Organization
Solitary

†The garrote grants a +10 equipment bonus to all grapple checks for the purposes of strangulation (see pg. 91 & 137 of the Core Rulebook for more details).

Possessions

Business Clothes (Mild Weather), Overcoat, Small Waist Pack, Garrote, Escape Knife, Springfield M1871 Rolling Block Rifle (with a Fixed Stock, an Optic Mount, a Patrol Sling, and a 1.5x Telescopic Sight), 5 Throwing Knives, 10 loose rounds of .50-70 Government Lead

Skilled Gunfighter (Adventurer) (Character Level 4)

Skilled Gunfighter (Medium Sslythen)

BV 28 LVL 4 CHP 13 XHP 26 CP 14

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	10	12

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +4

Grapple +5

Attack(s)

Tail Whip (Melee)

2 CP +5 Light attack, 1d8-2 bludgeoning damage
3 CP +5 Standard attack, 1d8+1 bludgeoning damage
5 CP +5 Heavy attack, 2d8+1 bludgeoning damage
10 CP +5 Full attack, 3d8+5 bludgeoning damage

Field Knife (Melee)

3 CP +5 Light attack, 2d3-2/14-18 slashing damage
4 CP +5 Standard attack, 2d3+1/14-18 slashing damage
6 CP +5 Heavy attack, 3d3+1/14-18 slashing damage
11 CP +5 Full attack, 4d3+5/14-18 slashing damage

Colt Single Action Army Gunfighter (Ranged) (.45 Long Colt/.45 Schofield) (SA)

30ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders, +1 bonus to Stealth checks to hide this weapon.

6 CP +8 Single Shot attack, 2d6+3 ballistic damage
4 CP +2 Potshot attack, 2d6+3 ballistic damage
4 CP +7 2R Fan attack, 3d6+3 ballistic damage
5 CP +5 3R Fan attack, 4d6+3 ballistic damage

Colt Single Action Army Gunfighter (Ranged) (.45 Long Colt/.45 Schofield) (SA)

30ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders, +1 bonus to Stealth checks to hide this weapon.

6 CP +8 Single Shot attack, 2d6+3 ballistic damage
4 CP +2 Potshot attack, 2d6+3 ballistic damage
4 CP +7 2R Fan attack, 3d6+3 ballistic damage
5 CP +5 3R Fan attack, 4d6+3 ballistic damage

Winchester Model 1886 Rifle (Ranged) (.45-70 Government) (Lever)

85ft, 9r, attacks cost +3 CP when firing from a Prone position, -1 CP when performing Single Shot and Potshot attacks, not affected by Error Range due to ammunition.

5 CP +7 Single Shot attack, 3d10 ballistic damage
1 CP +1 Potshot attack, 3d10 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Fast Healing, Low-Light Vision, Regeneration

Saves Fort +4 | Ref +6 | Will +3

Armor

None

Skills

**Acrobatics +6

Athletics +6

Craft (Structural) +4

Knowledge (Streetwise) +5

Perception +6

Presence +5

**Ride +10

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Skill Focus (Presence)

Fanning Proficiency (The total Recoil Penalty is reduced by 2 when performing fanning attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Tactical Draw (Colt Single Action Army) (Character can draw the specified weapon from a holster or sheath for 1 CP and from Waistband carry for 3 CP, and holster it for 1 CP)

Quick Draw Attack (Colt Single Action Army) (Character may draw chosen model of weapon from a holster or sheath and immediately make a single attack for 4 CP. Weapon used must be the same model that the character has a Tactical Draw feat for. May only be done twice per turn. Any feats or equipment that reduce the CP cost for a single attack or for drawing a weapon also reduce the CP cost for this attack. The weapon must be in a holster or a sheath.)

Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)

Organization

Solitary

Possessions

Casual Clothes (Hot Weather), oiled leather duster (counts as Overcoat), cowboy hat, 2 Small Waist Packs, Field Knife, Winchester Model 1886 Rifle (with Fixed Stock and a Patrol Sling), 2 Colt Single Action Army Gunfighters, Tactical Sheath, Dual Holster Gunbelt, 18 loose rounds of .45-70 Government Lead, 24 loose rounds of .45 Long Colt Lead, Canteen (Good Quality Water), location specific dried meat strips

Stagecoach/Train Robber (Criminal) (Character Level 2)

Stagecoach/Train Robber (Medium Hill Dwarf)

BV 13 LVL 2 CHP 17 XHP 16 CP 12

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	15	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Hand Axe (Melee)
2 CP +3 Light attack, 2d6+3/15-18 slashing damage
3 CP +3 Standard attack, 2d6+6/15-18 slashing damage
5 CP +3 Heavy attack, 3d6+6/15-18 slashing damage
10 CP +3 Full attack, 4d6+10/15-18 slashing damage
Colt Frontier Banker's Special (Ranged) (.44-40 Winchester) (SA)
20ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders, +2 bonus to Stealth checks to hide this weapon.
5 CP +6 Single Shot attack, 1d10+5 ballistic damage
4 CP +0 Potshot attack, 1d10+5 ballistic damage
4 CP +3 2R Fan attack, 2d10+5 ballistic damage
5 CP +1 3R Fan attack, 3d10+5 ballistic damage
Colt Frontier Banker's Special (Ranged) (.44-40 Winchester) (SA)
20ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders, +2 bonus to Stealth checks to hide this weapon.
5 CP +6 Single Shot attack, 1d10+5 ballistic damage
4 CP +0 Potshot attack, 1d10+5 ballistic damage
4 CP +3 2R Fan attack, 2d10+5 ballistic damage

5 CP +1 3R Fan attack, 3d10+5 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +4 | Will +2
Armor
None
Skills
Acrobatics +4
Athletics +4
**Knowledge (Streetwise) +6
Perception +6
**Presence +8
Stealth +9

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Skill Focus (Presence)
Skill Focus (Stealth)
Organization
Solitary, pair, or team (1d3+2)

Possessions

Business Clothes (Mild Weather), bowler hat, bandanna, 2 Small Waist Packs, Hand Axe, 2 Colt Frontier Banker's Specials, 48 loose rounds of .44-40 Winchester Lead, Dual Holster Gunbelt, Tactical Sheath, large burlap bag (counts-as Large Duffle Bag)

Stagecoach/Wagon Guard (Security) (Character Level 2)

Stagecoach/Wagon Guard (Medium Plains Orc)

BV18 LVL2 CHP15 XHP17 CP14

STR	DEX	CON
14	12	12
INT	WIS	CHA
10	12	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6-1 bludgeoning damage (lethal or non-lethal)
3 CP +5 Standard attack, 1d6+2 bludgeoning damage (lethal or non-lethal)
5 CP +5 Heavy attack, 2d6+2 bludgeoning damage (lethal or non-lethal)
10 CP +5 Full attack, 3d6+6 bludgeoning damage (lethal or non-lethal)
Colt 1883 (Ranged) (12 Gauge) (SxS: Single/Double)
45ft, 1r/1r, not affected by Error Range due to ammunition.
5 CP +7 Single Shot attack, 5d6 ballistic damage
2 CP +7 Potshot attack, 5d6 ballistic damage
5 CP +7 Double Fire attack, 5d6 ballistic damage (roll damage for each individual shot)
Colt Single Action Army Artillery (Ranged) (.45 Long Colt/.45 Schofield) (SA)
35ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders.
6 CP +4 Single Shot attack, 2d6+3 ballistic damage
5 CP -2 Potshot attack, 2d6+3 ballistic damage
5 CP +3 2R Fan attack, 3d6+3 ballistic damage
6 CP +3 3R Fan attack, 4d6+3 ballistic damage
Reach 5'
Fighting Space 5' by 5'
Saves Fort+2 | Ref+1 | Will+3

Armor
None
Skills
Acrobatics +3
Animal Handling +3
Athletics +3
Knowledge (Streetwise) +3
**Perception +8
**Presence +5
Ride +2

Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier..)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Break Barrel Shotgunner (+3 attack bonus when firing any single or double-barrel shotgun.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Organization
Solitary or pair

Possessions

Casual Clothes, oiled leather duster (counts as Overcoat), cowboy hat, 2 Small Waist Packs, Colt 1883 (with a Fixed Stock, and two Smoothbore Barrels), Colt Single Action Army Artillery, 16 loose rounds of 12 Gauge 00 Buckshot Shells, 24 loose rounds of .45 Long Colt Lead, Single Holster Gunbelt, Canteen (Good Quality Water), bag of Beef Jerky

Trained Trapper (Adventurer) (Character Level 3)

Trained Trapper (Medium Dragonbreed)

BV 31 LVL 3 CHP 16 XHP 23 CP 13

STR	DEX	CON
15	14	13
INT	WIS	CHA
10	14	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +3
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4-1 slashing damage
3 CP +5 Standard attack, 1d4+2 slashing damage
5 CP +5 Heavy attack, 2d4+2 slashing damage
10 CP +5 Full attack, 3d4+6 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 electricity damage, [TN13 Ref] half damage, [TN18 Fort] avoid effect, target(s) are Paralyzed for 1 round on a failed Fortitude Saving Throw.

Field Knife (Melee)
3 CP +5 Light attack, 2d3-1/14-18 slashing damage
4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
6 CP +5 Heavy attack, 3d3+2/14-18 slashing damage
11 CP +5 Full attack, 4d3+6/14-18 slashing damage

Hand Axe (Melee)
3 CP +5 Light attack, 2d6+1/15-18 slashing damage
4 CP +5 Standard attack, 2d6+4/15-18 slashing damage
6 CP +5 Heavy attack, 3d6+4/15-18 slashing damage
11 CP +5 Full attack, 4d6+8/15-18 slashing damage

Winchester Model 1873 Carbine (Ranged) (.44-40 Winchester) (Lever)
60ft, 12r, attacks cost +3 CP when firing from a Prone position, -1 CP when performing Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +6 Single Shot attack, 1d10+5 ballistic damage
1 CP +0 Potshot attack, 1d10+5 ballistic damage

Colt Frontier Calvary (Ranged) (.44-40 Winchester) (SA)
40ft, 6r, not affected by Error Range due to ammunition, cannot use speedloaders.
5 CP +7 Single Shot attack, 1d10+5 ballistic damage
4 CP +1 Potshot attack, 1d10+5 ballistic damage
4 CP +4 2R Fan attack, 2d10+5 ballistic damage
5 CP +2 3R Fan attack, 3d10+5 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +4 | Will +3

Armor
(DR 3/Electricity)

Skills
**Acrobatics +9
**Athletics +9
Craft (Mechanical) +4
Craft (Structural) +3
Perception +9
Ride +2
Stealth +10

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)
Skill Focus (Stealth)
Skill Focus (Perception)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Organization
Solitary or pair

Possessions

Casual Clothes (Mild Weather), cowboy hat, Backpack, 2 Small Waist Packs, Field Knife, Hand Axe, Winchester Model 1873 Carbine (with a Fixed Stock, and a Patrol Sling), Colt Frontier Calvary, 84 loose rounds of .44-40 Winchester Lead, Single Holster Gunbelt, 2 Tactical Sheaths, Bedding, Canteen (Good Quality Water), 3 Dragonbreed rations

Trapdoor Rifleman (Military) (Character Level 2)

Trapdoor Rifleman (Medium Human/Terran)

BV11 LVL2 CHP14 XHP17 CP15

STR	DEX	CON
13	12	12
INT	WIS	CHA
11	12	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6-2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Survival Knife (Melee)
2 CP +3 Light attack, 1d4-2/14-18 slashing damage
3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +3 Full attack, 3d4+5/14-18 slashing damage
Sharps 1873 Rifle (Ranged) (.45-70 Government) (Single)
70ft, 1r, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 3d10 ballistic damage
2 CP -2 Potshot attack, 3d10 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+1 | Will+2

Armor
None
Skills
**Acrobatics +8
**Athletics +8
Craft (Structural) +3
Knowledge (Tactics) +2
Perception +5
Ride +2
Stealth +3

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Rifle Clubber (When executing a buttstroke attack with an assault, battle, carbine, or target rifle the character's damage is 1d8+STR modifier bludgeoning damage.)
Skill Focus (Perception)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Organization
Team (1d3+2 line infantry plus 1 sergeant at Character Level 3) or line (1d3+7 line infantry plus 1 sergeant at Character Level 4)

Possessions

- **Combat Loadout** Location or faction specific uniform, 2 Small Waist Packs, Survival Knife, Sharps 1873 Rifle (with a Fixed Stock, and a Patrol Sling), 50 loose rounds of .45-70 Government Lead, Tactical Sheath, Canteen (Good Quality Water), ration
- **Marching/Travel Loadout** Combat Loadout + Backpack, Bedding, 2 rations

Late Industrial Age to Early Modern Age

“Breadboy” (Military) (Character Level 3)

“Breadboy” (Medium Human/Terran)

BV 28 LVL 3 CHP 16 XHP 19 CP 15

STR	DEX	CON
13	12	12
INT	WIS	CHA
11	10	7

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Combat Knife (Melee)
2 CP +4 Light attack, 1d4–2/14-18 piercing damage
3 CP +4 Standard attack, 1d4+1/14-18 piercing damage
5 CP +4 Heavy attack, 2d4+1/14-18 piercing damage
10 CP +4 Full attack, 3d4+5/14-18 piercing damage

Combat Knife Bayonet (Melee)
3 CP +4 Light attack, 2d4–2/14-18 piercing damage
4 CP +4 Standard attack, 2d4+1/14-18 piercing damage
6 CP +4 Heavy attack, 3d4+1/14-18 piercing damage
11 CP +4 Full attack, 4d4+5/14-18 piercing damage

SMLE No. 1 Mk III* (Ranged) (.303 British) (Bolt)
140ft, 10r, not affected by Error Range due to ammunition.
7 CP +6 Single Shot attack, 5d6+3 ballistic damage
3 CP +0 Potshot attack, 5d6+3 ballistic damage

Webley Mk VI Revolver (Ranged) (.455 Webley) (RDA)
35ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +5 Single Shot attack, 3d4+1 ballistic damage
3 CP –1 Potshot attack, 3d4+1 ballistic damage
5 CP +2 Double Tap attack, 5d4+1 ballistic damage

Reach 5’ (10’ when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)
Fighting Space 5’ by 5’
Saves Fort +1 | Ref +4 | Will +2
Armor

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills
**Acrobatics +7
**Athletics +7
Knowledge (Survival) +4
Knowledge (Tactics) +2
Perception +4
Ride +3
Stealth +4

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Controlled Shot (Once per round, when making a single shot attack with a bolt action or sniper rifle, the character gains a +8 bonus to the attack. This attack must be the only attack the character makes in the round. This feat can also be used with the bonuses from the Dead Aim and Marksman Shot feats.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Rifle Clubber (When executing a buttstroke attack with an assault, battle, carbine, or target rifle the character’s damage is 1d8+STR modifier bludgeoning damage.)

Organization
Squad (1d3+8 plus 1 sergeant at Character Level 4)

Possessions

Fatigues (Mild Weather), 3 Small Waist Packs, Steel Combat Helmet, Bayonet/Combat Knife, SMLE No. 1 Mk III* (with a Bayonet Lug, a Fixed Stock, and a Patrol Sling), Webley Mk VI Revolver, 10 5 round stripper clips loaded with 5 rounds of .303 British FMJ, 12 loose rounds of .455 Webley FMJ, Belt Holster, Tactical Sheath, Compass, Lighter, Canteen (Great Quality Water), 2 rations

Gangster (Criminal) (Character Level 2)

Gangster (Medium Plains Orc)

BV 25 LVL 2 CHP 17 XHP 19 CP 14

STR	DEX	CON
13	12	14
INT	WIS	CHA
10	10	8

Initiative +1
Defense 11 (+1 DEX)
 Touch 11 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
 2 CP +3 Light attack, 1d4–2 bludgeoning damage (lethal or non-lethal)
 3 CP +3 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
 5 CP +3 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
 10 CP +3 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)
Thompson M1921 (Ranged) (.45 ACP) (OB: SL/Auto(F))
 45ft, 100r, 5% Error Range, –2 attack penalty to all Single Shot and Potshot attacks, and –1 penalty to all multi-shot attacks while using this weapon.
 5 CP +3 Single Shot attack, 3d4+2 ballistic damage
 2 CP –3 Potshot attack, 3d4+2 ballistic damage
 5 CP +4 Double Tap attack, 5d4+2 ballistic damage
 5 CP +2 12R Autofire attack, 4d4+2 ballistic damage
 4 CP +2 6R Burst attack, 7d4+2 ballistic damage
 3 CP +1 12R Sprayfire attack, 8d4+2 ballistic damage
 3 CP +1 18R Sweepfire attack, 6d4+2 ballistic damage, 20ft cone
Colt 1911A1 (Ranged) (.45 ACP) (SA)
 30ft, 7r
 4 CP +3 Single Shot attack, 3d4+2 ballistic damage
 3 CP –3 Potshot attack, 3d4+2 ballistic damage
 5 CP +0 Double Tap attack, 5d4+2 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +2

Armor
 None
Skills
 Acrobatics +4
 Athletics +4
 *Disable Device +5
 \$Drive +3
 *Knowledge (Streetwise) +4
 Linguistics (GM's choice) +1
 Perception +3
 Presence +4 (+6 when Intimidating)
 Stealth +2

Feats
 Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
 Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
 Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
 Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
 Menacing (The character may add their CON modifier on Presence checks to intimidate or terrify, the duration of the Presence effect is doubled, and if a Presence check is failed by 5 or more, the target no longer tries to deceive or hinder the character's activities.)
 Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
 Solitary, pair, or posse (3d2)

Possessions

Business Clothes (Mild Weather), a fedora (a real one, not a trilby), Thompson M1921 (with a Fixed Stock and a Vertical Foregrip), Colt M1911A1, 1 100 round Thompson magazines loaded with 100 rounds of .45 ACP FMJ, 2 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Shoulder Holster, 1d4+1 WP in cash

“Gumshoe” (Investigative) (Character Level 2)

“Gumshoe” (Medium Human)

BV 9 LVL 2 CHP 14 XHP 18 CP 15

STR	DEX	CON
12	14	12
INT	WIS	CHA
13	14	10

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-Footed 10
BAB +2
Grapple +3

Attack(s)

Colt 1911A1 (Ranged) (.45 ACP) (SA)
30ft, 7r
4 CP +6 Single Shot attack, 3d4+4 ballistic damage (JHP)
3 CP +0 Potshot attack, 3d4+4 ballistic damage (JHP)
5 CP +2 Double Tap attack, 5d4+4 ballistic damage (JHP)

Reach 5’
Fighting Space 5’ by 5’
Saves Fort +1 | Ref +3 | Will +3
Armor
None

Skills
Acrobatics +4
Athletics +4
\$Drive +4
**Knowledge (Streetwise) +6
Perception +8
Presence +7
*Speechcraft +6
Stealth +8

Feats
Skill Focus (Perception)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)
Double Tap Proficiency (The character’s total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Solitary

Possessions

Business Clothes (Mild Weather), trench coat (counts as Overcoat), a fedora (a real one, not a trilby), Colt 1911A1, 4 7 round 1911 magazines loaded with 7 rounds of .45 ACP JHP (3d4+4/3d4 ballistic damage against unarmored/Ba. armored), Shoulder Holster

Highwayman (Criminal) (Character Level 1)

Highwayman (Medium Human)

BV 8 LVL1 CHP15 XHP11 CP15

STR	DEX	CON
12	12	13
INT	WIS	CHA
10	10	9

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-Footed 10
BAB +1
Grapple +2

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6-2 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Tire Iron (improvised weapon) (Melee)
20% chance of breakage after attacking.
1 CP +2 Light attack, 1d6-2 bludgeoning damage
2 CP +2 Standard attack, 1d6+1 bludgeoning damage
4 CP +2 Heavy attack, 2d6+1 bludgeoning damage
9 CP +2 Full attack, 3d6+3 bludgeoning damage

Colt New Service (Ranged) (.45 Long Colt) (RDA)
30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +2 Single Shot attack, 2d6+3 ballistic damage
4 CP -4 Potshot attack, 2d6+3 ballistic damage
6 CP -2 Double Tap attack, 3d6+3 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +1 | Ref +1 | Will +1
Armor
None
Skills
Athletics +4
\$Drive +2
**Knowledge (Streetwise) +4
Perception +2
**Presence +3
Speechcraft +2
Stealth +4

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Simple Weapon Specialist (Light Club) (-1 to CP cost when attacking with the chosen simple weapon.)
Improvised Weapon Proficiency (Character is considered proficient with all improvised weapons that the character would not be proficient with under normal means. The GM decides which improvised weapon fits into which category. Chance of improvised weapon breaking is reduced to 20%. Character must be proficient with the non-improvised version of the weapon, in order to take advantage of this feat.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Organization
Solitary, pair, or trio

Possessions

Casual Clothes, Tire Iron (improvised Light Club), Colt New Service, 12 loose loose rounds of .45 Long Colt Lead, 1d3 WP in cash

“Not Bonny” (Unemployed) (Character Level 2)

“Not Bonny” (Medium High Elf)

BV 14 LVL 2 CHP 8 XHP 13 ML 104† CP 17

STR	DEX	CON
7	13	9
INT	WIS	CHA
15	16	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +0

Attack(s)

S&W Model 10 (Ranged) (.38 Special) (RDA)
30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
5 CP +3 Single Shot attack, 2d4+1 ballistic damage
4 CP -3 Potshot attack, 2d4+1 ballistic damage
6 CP -7 Double Tap attack, 3d4+1 ballistic damage

Wood Stylus (Ranged)
40ft
4 CP +4 attack, 2d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Sunrays 25ft (+3 ranged touch attack), 1d3 Fire, Start Fire Cantrip (2d6 fire damage to target per round), 6 uses, 5SP)

(Elven Sight (touch), Low-Light Vision and Darkvision effects, 5 minutes (50 rounds), 3 uses, 5SP)

(Change Noise (touch), create a figment noise chosen by the writer and change the sound of an object to another sound of the same level of volume, 3 uses, 6SP)

(Healing Touch (touch), 2d2 HP, 6 uses, 4SP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +0 | Ref +3 | Will +3
Armor
None
Skills
** Acrobatics +3
Knowledge (Arcane Lore) +6
Knowledge (Streetwise) +4
Perception +6
Spellschool (Conjuration) +8
Spellschool (Divination) +10
**§Spellschool (Evocation) +15
Spellschool (Illusion) +12

Feats
Practiced Stylist (-2 to CP cost when attacking with a stylus.)
Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Runic Stylist (Illusion) [As above.]
Skill Focus (Spellschool (Evocation))
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Spellschool (Divination))
Skill Focus (Spellschool (Illusion))

Organization
Duo with “Not Clyde”

†29 Mental Limit used.

Possessions

Casual Clothes (Mild Weather), Handbag, 2 Small Waist Packs, S&W Model 10, Wood Stylus, 12 loose rounds of .38 Special FMJ, Belt Holster, Pencil, 6 Loose Leaf pages of Cotton Paper (6 used)

“Not Clyde” (Criminal) (Character Level 3)

“Not Clyde” (Medium Forest Elf)

BV 32 LVL 3 CHP 11 XHP 19 CP 17

STR	DEX	CON
12	14	12
INT	WIS	CHA
11	14	12

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +3

Grapple +4

Attack(s)

Pocket Knife (Melee)

- 2 CP +4 Light attack, 1d4–2/15–18 piercing damage
- 3 CP +4 Standard attack, 1d4+1/15–18 piercing damage
- 5 CP +4 Heavy attack, 2d4+1/15–18 piercing damage
- 10 CP +4 Full attack, 3d4+3/15–18 piercing damage

M1918 BAR (Ranged) (.30-06 Springfield) (OB: Auto(S)/Auto(F))

- 80ft, 20r
- 6 CP +5 Single Shot attack, 6d6 ballistic damage
- 2 CP –1 Potshot attack, 6d6 ballistic damage
- 5 CP –3 Double Tap attack, 9d6 ballistic damage
- 5 CP –2 8R Autofire attack, 6d6 ballistic damage
- 5 CP –3 12R Autofire attack, 7d6 ballistic damage
- 4 CP –5 6R Burst attack, 10d6 ballistic damage
- 3 CP –6 8R Sprayfire attack, 10d6 ballistic damage
- 3 CP –8 12R Sprayfire attack, 11d6 ballistic damage
- 3 CP –6 12R Sweepfire attack, 6d6 ballistic damage, 40ft cone
- 3 CP –8 18R Sweepfire attack, 7d6 ballistic damage, 40ft cone

Colt 1917 Revolver (Ranged) (.45 ACP) (RDA)

30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.

- 4 CP +6 Single Shot attack, 3d4+2 ballistic damage
- 3 CP +0 Potshot attack, 3d4+2 ballistic damage
- 5 CP –2 Double Tap attack, 5d4+2 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Low-Light Vision

Saves Fort+2 | Ref+4 | Will+4

Armor

None

Skills

Acrobatics +4

Athletics +3

\$Drive +4

**Knowledge (Streetwise) +8

Linguistics (Trade Bant Simp.) +Free

Perception +5

**Presence +6

Stealth +5

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Ballistic Specialization (Heavy Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Organization

Duo with “Not Bonny”

Possessions

Business Clothes (Mild Weather), Small Waist Pack, Pocket Knife (with Retractable upgrade), M1918 BAR (with a Fixed Stock), Colt 1917 Revolver, 3 20 round BAR magazines loaded with 20 rounds of .30-06 Springfield FMJ, 18 loose rounds of .45 ACP FMJ, Single Holster Gunbelt

Obsessed Lawman (Investigative) (Character Level 4)

Obsessed Lawman (Medium Hill Dwarf)

BV 32 LVL 4 CHP 18 XHP 26 CP 12

STR	DEX	CON
14	13	13
INT	WIS	CHA
12	14	10

- Athletics +6
- §Drive +4
- Knowledge (Civics) +8
- **Knowledge (Streetwise) +10
- *Perception +12
- Presence +5
- Stealth +8

- Initiative +1
- Defense 11 (+1 DEX)
- Touch 11 | Flat-footed 10
- BAB +4
- Grapple +6

Attack(s)

- Survival Knife (Melee)
- 2 CP +4 Light attack, 1d4+2/14-18 slashing damage
- 3 CP +4 Standard attack, 1d4+5/14-18 slashing damage
- 5 CP +4 Heavy attack, 2d4+5/14-18 slashing damage
- 10 CP +4 Full attack, 3d4+9/14-18 slashing damage
- Colt Monitor (Ranged) (.30-06 Springfield) (Auto(S)/Auto(F))
- 80ft, 20r
- 6 CP +6 Single Shot attack, 6d6 ballistic damage
- 2 CP +0 Potshot attack, 6d6 ballistic damage
- 5 CP +6 Double Tap attack, 9d6 ballistic damage
- 5 CP +6 8R Autofire attack, 6d6 ballistic damage
- 5 CP +4 12R Autofire attack, 7d6 ballistic damage
- 4 CP +3 6R Burst attack, 10d6 ballistic damage
- 3 CP +2 8R Sprayfire attack, 10d6 ballistic damage
- 3 CP +0 12R Sprayfire attack, 11d6 ballistic damage
- 3 CP +2 12R Sweepfire attack, 6d6 ballistic damage, 40ft cone
- 3 CP +0 18R Sweepfire attack, 7d6 ballistic damage, 40ft cone
- Colt Official Police (Ranged) (.38 Special) (RDA)
- 30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
- 1 CP +6 Single Shot attack, 2d4+3 ballistic damage
- 1 CP +2 Potshot attack, 2d4+3 ballistic damage
- 2 CP +6 Double Tap attack, 3d4+3 ballistic damage

- Reach 5'
- Fighting Space 5' by 5'
- Saves Fort+4 | Ref+2 | Will+6
- Armor
- None
- Skills
- Acrobatics +7

- Feats
- Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
- Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
- Skill Focus (Perception)
- Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
- Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
- Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)
- Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
- Skill Focus (Presence)
- Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
- Skilled Speedloader User (Once per turn a character can reload a holdout, backup, full-size, or target handgun that has a cylinder with a speedloader for no Combat Points.)
- Revolver Expert (Additional -3 to CP cost when attacking with a holdout, backup, full-size, or target handgun with a cylinder, when attempting a potshot attack with a holdout, backup, full-size, or target handgun that has a cylinder the penalty is lowered to a -4, and when attempting to repair a holdout, backup, full-size, or target handgun that has a cylinder the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a holdout, backup, full-size, or target handgun that has a cylinder, the character immediately reloads the handgun (at their discretion) that they were using against that creature, for free. This reload can be with any rounds the character has on their person, regardless of their location, as long as they are compatible with the handgun. This can be done only once per turn.)
- Organization
- Solitary, pair, or team (1d3+2)

Possessions

Business Clothes (Mild Weather), Police Agency Badge (of relevant department), Overcoat, a fedora (a real one, not a trilby), Survival Knife, Colt Monitor (with a Fixed Stock and a permanent Muzzle Brake), Colt Official Police, 2 20 round BAR magazines loaded with 20 rounds of .30-06 Springfield FMJ, 12 loose rounds of .38 Special JHP, Concealed Sheath, Single Holster Gunbelt

Trench Soldier (Military) (Character Level 3)

Trench Soldier (Medium Cave Dwarf)

BV 22 LVL 3 CHP 21 XHP 22 CP 12

STR	DEX	CON
13	12	13
INT	WIS	CHA
10	12	7

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +3

Grapple +4

Attack(s)

Survival Knife (Melee)

2 CP +4 Light attack, 1d4–2/14–18 slashing damage
3 CP +4 Standard attack, 1d4+1/14–18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14–18 slashing damage
10 CP +4 Full attack, 3d4+5/14–18 slashing damage

Light Mace (Melee)

3 CP +4 Light attack, 1d12–2 bludgeoning damage
4 CP +4 Standard attack, 1d12+1 bludgeoning damage
6 CP +4 Heavy attack, 2d12+1 bludgeoning damage
10 CP +4 Full attack, 3d12+5 bludgeoning damage

Survival Knife Bayonet (Melee)

3 CP +4 Light attack, 2d4–2/14–18 piercing damage
4 CP +4 Standard attack, 2d4+1/14–18 piercing damage
6 CP +4 Heavy attack, 3d4+1/14–18 piercing damage
11 CP +4 Full attack, 4d4+5/14–18 piercing damage

Winchester Model 1897 (Ranged) (12 Gauge) (Pump/Slam)

40ft, 5r, not affected by Error Range due to ammunition.
6 CP +5 Single Shot attack, 5d6 ballistic damage
2 CP –1 Potshot attack, 5d6 ballistic damage
4 CP +5 2R Slamfire attack, 7d6 ballistic damage
5 CP +5 3R Slamfire attack, 8d6 ballistic damage

Reach 5' (15' when attacking with a bayonet that is attached to shotgun)

Fighting Space 5' by 5'

Special Qualities Low-Light Vision

Saves Fort+4 (+9 against disease and poison) | Ref+1 | Will+3

Armor

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills

**Acrobatics +7

**Athletics +7

Craft (Mechanical) +3

Knowledge (Tactics) +2

Perception +8

Ride +1

Stealth +7

Feats

Archaic Weapons Proficiency (Maces) (Grants proficiency with the chosen class of weaponry.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Slamfire Proficiency (The character's total Recoil Penalty is reduced by 3 when performing slamfire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Close Combat Shotgunner (When firing at an adjacent opponent with any shotgun the character takes no ranged attack penalties, and when firing a shotgun with a folded fixed folding stock, folding stock, or a pistol grip, the character does not take any penalties to their attack from the stock.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14–18.)

Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, user gains an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)

Organization

Solitary or team (3d2)

Possessions

- **Combat Loadout** Faction specific Uniform, light filtering goggles, 2 Small Waist Packs, Steel Combat Helmet, Light Mace, Bayonet/Survival Knife, Winchester Model 1897 (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Smoothbore Barrel), 45 loose rounds of 12 Gauge 00 Buckshot Shells, Canteen (Good Quality Water), 2 Tactical Sheaths, 2 rations
- **Marching Loadout** Combat Loadout + Backpack, Bedding, 4 rations

Aggregated Confederation of Cooperative States

Peacekeeping and Security Forces

Peacekeeper, Rifleman (Military) (Character Level 3)

Rifleman (Medium Human/Terran)

BV 35 LVL 3 CHP 14 XHP 22 CP 15 (2 to begin moving)

STR	DEX	CON
14	12	12
INT	WIS	CHA
11	12	9

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Survival Knife (Melee)
2 CP +5 Light attack, 1d4+2/14-18 slashing damage
3 CP +5 Standard attack, 1d4+5/14-18 slashing damage
5 CP +5 Heavy attack, 2d4+5/14-18 slashing damage
10 CP +5 Full attack, 3d4+9/14-18 slashing damage
MB5A (Ranged) (.40 Caseless) (SL/3RB)
70ft (90ft with optic) (must spend 2 CP to sight in a target), 60r, +1 bonus to attacks within the first five range increments.
6 CP +7 Single Shot attack, 2d12+6 ballistic damage
2 CP +1 Potshot attack, 2d12+6 ballistic damage
5 CP +5 Double Tap attack, 3d12+6 ballistic damage
4 CP +4 3R Burst attack, 4d12+6 ballistic damage
M6A (Ranged) (.28 Caseless) (PA)
30ft, 18r
4 CP +6 Single Shot attack, 1d12+3 ballistic damage
3 CP +0 Potshot attack, 1d12+3 ballistic damage
5 CP +2 Double Tap attack, 2d12+3 ballistic damage
Sting Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 4d6 bludgeoning damage (non-lethal)
Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+2 | Will+3

Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)
Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Craft (GM's choice) +3
Drive +3
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +Free
Perception +6
Stealth +2 (+5)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), 2 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Grenade Pouch, a Sextuple Large Magazine Pouch, and a Utility Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), Survival Knife (with Razor Sharp upgrade), MB5A (with a permanent 3x Advanced Combat Sight [Balanced Reticle], an Angled Foregrip, a Fixed Stock, a permanent Tactical Flashlight, and a Tactical Sling), M6A (with an Integral Tactical Flashlight), 2 Sting Grenades, 6 60 round MA5/MB5/MG10 series magazines loaded with 60 rounds of .40 Caseless FMJ, 2 18 round M6/M7 series magazines loaded with 18 rounds of .28 Caseless FMJ, Tactical Holster/Caddy, Concealed Sheath, Professional Radio w/headset (output to headset), Clip-on Flashlight, Canteen (Exquisite Quality Water), 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Peacekeeper, Combat Mage (Combat Spell Practitioner) (Character Level 5)

Combat Mage (Medium High Elf)

BV 42 LVL 5 CHP 11 XHP 36 ML 160† CP 17 (2 to begin moving)

STR	DEX	CON
11	14	12
INT	WIS	CHA
14	14	10

Initiative +2

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +5

Grapple +5

Attack(s)

Survival Knife (Melee)

2 CP +5 Light attack, 1d4/14-18 slashing damage

3 CP +5 Standard attack, 1d4+3/14-18 slashing damage

5 CP +5 Heavy attack, 2d4+3/14-18 slashing damage

10 CP +5 Full attack, 3d4+7/14-18 slashing damage

APEW-29 (Ranged) (35kW) (Semi/Pulse)

45ft, 30h

6 CP +7 Single Shot attack, 2d8 plasma damage

4 CP +1 Potshot attack, 2d8 plasma damage

6 CP +5 Double Tap attack, 3d8 plasma damage

4 CP +4 5H Pulseshot attack, 4d8+3 plasma damage

PEP-28 (Ranged) (35 kW) (Semi/Charge)

40ft, 22h

6 CP +7 Single Shot attack, 2d8 plasma damage

4 CP +1 Potshot attack, 2d8 plasma damage

4 CP (+2 CP per additional charge level) +7 Chargeshot attack, 2d8 (+1 additional damage dice per charge level) plasma damage

6 CP +1 Double Tap attack, 3d8 plasma damage

Wood Stylus (Ranged)

40ft

4 CP +9 attack, 5d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Protection From Elements & Hot & Cold Environments (touch), 24 hours, 5 uses, 0SP)

(Fire Shot 25ft (+7 ranged touch attack), 4d4 Fire, 15 uses, 9SP)

(Gale Shot 20ft (+7 ranged touch attack), 2d6 Concussion, 5 uses, 6SP)

(Ice Shot 20ft (+7 ranged touch attack), 4d3 Cold, 15 uses, 6SP)

(Destabilize Terrain (touch), 2 rounds, 5 uses, 4SP)

Scroll(s)

(Greater Fire Shot 25ft (+7 ranged touch attack), 4d8 Fire, 5 uses, 19SP)

(Ballistic Barrier 10ft, (10ft blast radius), AP 12, DR 12/Ballistic, 12 hours, 5 uses, 25SP)

(Slashing Resistance (touch), AP10, DR 5/Slashing, 12 hours, 5 uses, 14SP)

(Fire Resistance (touch), AP10, DR 5/Fire, 12 hours, 5 uses, 14SP)

(Low-Light Vision (touch), 5 minutes (50 rounds), 5 uses, 2SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +3 | Ref +5 | Will +4

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

Acrobatics +6 (+9)

*Athletics +5 (+8)

Knowledge (Tactics) +4

Linguistics (Sidhe) +Free

Linguistics (Trade Bant Simp.) +1

Perception +9

Spellschool (Abjuration) +12

Spellschool (Divination) +3

**Spellschool (Evocation) +20

Spellschool (Transmutation) +10

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)

Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Weapon Expertise (Styli) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.) Skill Focus (Spellschool (Abjuration))

Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)

Magical Apprentice (Evocation) (-1 to SP cost when scribing spells of the chosen spellschool.)

Magical Journeyman (Evocation) (-3 to SP cost when scribing spells of the chosen spellschool.)

Skill Focus (Spellschool (Evocation))

Advanced Plasmas Proficiency (Character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)

Magical Apprentice (Abjuration) (-1 to SP cost when scribing spells of the chosen spellschool.)

Magical Journeyman (Abjuration) (-3 to SP cost when scribing spells of the chosen spellschool.)

Repeat Spell (see pg. 63 of Modern Magika)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulsedshot, and focussshot attacks at a -3 penalty.)

Organization

Variable

†76 Mental Limit used.

Possessions

Fatigues (with Confederation standard patterning), 3 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Coolant Chill Pouch, 3 Scroll Pouches, and a Spellbook Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), Survival Knife (with Razor Sharp upgrade), APEW-29 (with a Glow Emitter, a Pulse Emitter, and a Tactical Sling), PEP-28 (with a permanent Glow Emitter and a Charge Emitter), Wood Stylus, Tactical Holster, Concealed Sheath, 3 Ink Cartridges, Ballpoint Cartridge Pen, 5 Scroll-Formatted Loose Leaf pages of Parchment Paper (5 used), Parchment Paper Book (10 of 30 pages used), 2 QuickCool Coolant Packs, 4 Standard Coolant Packs, Professional Radio w/headset (output to headset)

Peacekeeper, CQB Specialist (Military) (Character Level 4)

CQB Specialist (Medium Agile Shell Synthetic)

BV 40 LVL 4 CHP 10 XHP 28 CP 18 (2 to begin moving)

STR	DEX	CON
12	16	12
INT	WIS	CHA
12	12	9

Initiative +3
Defense 17 (+3 Armor, +3 DEX, +1 Dodge)
Touch 14 | Flat-footed 13
BAB +5
Grapple +6

Attack(s)

Survival Knife (Melee)
1 CP +8 Light attack, 1d4+1/14-18 slashing damage
2 CP +8 Standard attack, 1d4+4/14-18 slashing damage
4 CP +8 Heavy attack, 2d4+4/14-18 slashing damage
9 CP +8 Full attack, 3d4+8/14-18 slashing damage
M7B (Ranged) (.28 Caseless) (SL/Auto(M))
30ft, 55r, +1 bonus to attacks within the first five range increments.
5 CP +9 Single Shot attack, 1d12+3 ballistic damage
3 CP +3 Potshot attack, 1d12+3 ballistic damage
5 CP +9 Double Tap attack, 2d12+3 ballistic damage
5 CP +7 10R Autofire attack, 1d12+3 ballistic damage
4 CP +8 5R Burst attack, 3d12+3 ballistic damage
3 CP +3 10R Sprayfire attack, 5d12+3 ballistic damage
3 CP +3 15R Sweepfire attack, 1d12+3 ballistic damage, 25ft cone
M6A (Ranged) (.28 Caseless) (PA)
30ft, 18r
4 CP +10 Single Shot attack, 1d12+3 ballistic damage
3 CP +4 Potshot attack, 1d12+3 ballistic damage
5 CP +6 Double Tap attack, 2d12+3 ballistic damage
Sting Grenade (Ranged)
10ft (15ft blast radius)
5 CP +8 Throw attack 4d6 bludgeoning damage (non-lethal)
Reach 5'
Fighting Space 5' by 5'
Saves Fort +3 | Ref +6 | Will +4
Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)
Skills
*Acrobatics +8 (+11)

*Athletics +8 (+11)
\$Craft (Electronics) +4
Drive +4
Knowledge (Physical Sciences) +3
Knowledge (Tactics) +4
Linguistics (Beep) +1
Linguistics (Glass) +Free
Linguistics (Penguin) +Free
Linguistics (Trade Bant Simp.) +1
Perception +8
\$Stealth +7 (+10)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Weapon Expertise (Survival Knife) (Creature gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Variable

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), Small Waist Pack, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, Grenade Pouch, Sextuple Large Magazine Pouch, and Utility Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning), Survival Knife (with Razor Sharp upgrade), M7B (with an Integral Stock, a Red Dot Sight [Balanced Reticle], a Tactical Flashlight, a Tactical Sling, and a Vertical Foregrip), M6A (with an Integral Tactical Flashlight), 2 Sting Grenades, 7 55 round M7 series magazines loaded with 55 rounds of .28 Caseless FMJ, 3 18 round M6/M7 series magazines loaded with 18 rounds of .28 Caseless FMJ, Tactical Holster/Caddy, Concealed Sheath, Professional Radio w/headset (output to headset), Clip-on Flashlight, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 4 Field Dressings, Tourniquet

Peacekeeper, Grenadier (Military) (Character Level 3)

Grenadier (Medium Hill Dwarf)

BV 60 LVL 3 CHP 19 XHP 26 CP 12 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
12	10	8

Initiative +1

Defense 14 (+3 Armor, +1 DEX)

Touch 11 | Flat-footed 13

BAB +3

Grapple +5

Attack(s)

Survival Knife (Melee)

2 CP +5 Light attack, 1d4+5/14-18 slashing damage

3 CP +5 Standard attack, 1d4+8/14-18 slashing damage

5 CP +5 Heavy attack, 2d4+8/14-18 slashing damage

10 CP +5 Full attack, 3d4+12/14-18 slashing damage

MB5G (Ranged) (.40 Caseless) (SL/3RB)

70ft (90ft with optic) (must spend 2 CP to sight in a target), 60r, +1 bonus to attacks within the first five range increments.

6 CP +5 Single Shot attack, 2d12+6 ballistic damage

2 CP -1 Potshot attack, 2d12+6 ballistic damage

5 CP +5 Double Tap attack, 3d12+6 ballistic damage

4 CP +5 3R Burst attack, 4d12+6 ballistic damage

MB5G Grenade Launcher (Ranged) (40x46mm) (Single)

60ft (75ft with optic) (25ft blast radius) (must spend 2 CP to sight in a target),

1r, +1 bonus to attacks within the first five range increments.

6 CP +4 Single Shot attack, 6d8 slashing damage (Airburst)

3 CP -2 Single Shot attack, 6d8 slashing damage (Airburst)

M6A (Ranged) (.28 Caseless) (PA)

30ft, 18r

5 CP +5 Single Shot attack, 1d12+3 ballistic damage

4 CP -1 Potshot attack, 1d12+3 ballistic damage

6 CP +4 Double Tap attack, 2d12+3 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +2 | Will +3

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

**Acrobatics +5 (+8)

**Athletics +6 (+9)

Drive +3

Knowledge (Physical Sciences) +4

Knowledge (Tactics) +3

Linguistics (Reformed Dwemer) +1

Linguistics (Trade Bant Simp.) +1

Perception +7

Stealth +2 (+5)

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Explosive Weapon Specialist (-1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)

Organization

Variable

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), 2 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), Survival Knife (with Razor Sharp upgrade), MB5G (with a permanent 3x Advanced Combat Sight [Balanced Reticle], a Fixed Stock, a permanent 40x46mm Grenade Launcher, a permanent Tactical Flashlight, and a Tactical Sling), 5 60 round MA5/MB5/MG10 series magazines loaded with 60 rounds of .40 Caseless FMJ, 2 Airburst grenade launcher Grenades, 2 HE grenade launchers Grenades, 2 Smoke grenade launcher Grenades, Battle Belt (with 3 Grenade Pouches, a Small Holster Pouch, and a Small Magazine Pouch), Concealed Sheath, Professional Radio w/headset (output to headset), Clip-on Flashlight, Canteen (Exquisite Quality Water), 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, M6A (with an Integral Tactical Flashlight), 2 18 round M6/M7 series magazines loaded with 18 rounds of .28 Caseless FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Peacekeeper, Healing Specialist (Medical Spell Practitioner) (Character Level 4)

Healing Specialist (Medium Sslythen)

BV 44 LVL 4 CHP 13 XHP 26 ML 112† CP 14 (2 to begin moving)

STR	DEX	CON
13	13	12
INT	WIS	CHA
12	12	10

Scroll(s)

(Healing Palm (touch), 3d3 HP, remove 2 bleed damage dice, 20 uses, 12SP)

Reach 5'

Fighting Space 5' by 5'

Special Qualities Fast Healing, Low-Light Vision, Regeneration

Saves Fort +4 | Ref +3 | Will +3

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

Acrobatics +5 (+8)

Athletics +5 (+8)

*Craft (Alchemy) +9

Craft (Pharmaceutical) +6

Linguistics (Trade Bant Simp.) +Free

Perception +5

**Spellschool (Conjuration) +13

*Treat Injury +7

Feats

Magical Apprentice (Conjuration) (–1 to SP cost when scribing spells of the chosen spellschool.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Craft (Alchemy))

Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)

Magical Journeyman (Conjuration) (–3 to SP cost when scribing spells of the chosen spellschool.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Repeat Spell (see pg. 63 of Modern Magika)

Organization

Variable

†52 Mental Limit used.

Initiative +1

Defense 14 (+3 Armor, +1 DEX)

Touch 11 | Flat-footed 13

BAB +4

Grapple +5

Attack(s)

Tail Whip (Melee)

2 CP +5 Light attack, 1d8–2 bludgeoning damage

3 CP +5 Standard attack, 1d8+1 bludgeoning damage

5 CP +5 Heavy attack, 2d8+1 bludgeoning damage

10 CP +5 Full attack, 3d8+5 bludgeoning damage

MA5K (Ranged) (.40 Caseless) (SL/Auto(F))

45ft, 60r

6 CP +6 Single Shot attack, 2d12+6 ballistic damage

2 CP +0 Potshot attack, 2d12+6 ballistic damage

5 CP +3 Double Tap attack, 3d12+6 ballistic damage

5 CP +1 12R Autofire attack, 3d12+6 ballistic damage

4 CP +0 6R Burst attack, 5d12+6 ballistic damage

3 CP –3 12R Sprayfire attack, 7d12+6 ballistic damage

3 CP –3 18R Sweepfire attack, 3d12+6 ballistic damage, 20ft cone

M6A (Ranged) (.28 Caseless) (PA)

30ft, 18r

5 CP +6 Single Shot attack, 1d12+3 ballistic damage

4 CP +0 Potshot attack, 1d12+3 ballistic damage

6 CP +1 Double Tap attack, 2d12+3 ballistic damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Gauze Pitch 20ft (ranged touch), 3d2 HP, remove 4 bleed damage dice, 12 uses, 4SP)

(Lesser Healing 20ft (ranged touch), 1d2 HP, remove 2 bleed damage dice, 40 uses, 0SP)

(Health Status 20ft (ranged touch), 1d2 HP, Health Status Cantrip, 24 uses, 0SP)

(Portal 40ft max (exit), 10ft max (entrance), 3 rounds, 4 uses, 8SP)

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), Large Waist Pack, 2 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Grenade Pouch, a Kit Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), MA5K (with a Fixed Stock, a Shortened Rifle Barrel, a permanent Tactical Flashlight, and a Tactical Sling), M6A (with an Integral Tactical Flashlight), 2 Smoke Grenades, 4 60 round MA5/MB5/MG10 series magazines loaded with 60 rounds of .40 Caseless FMJ, 2 18 round M6/M7 series magazines loaded with 18 rounds of .28 Caseless FMJ, Tactical Holster/Caddy, 3 Ink Cartridges, Ballpoint Cartridge Pen, 4 Scroll-Formatted Loose Leaf pages of Parchment Paper (4 used), Weatherproof Paper Book (40 of 50 pages used), Small First Aid Kit, Bluetooth Headset, Professional Radio (output to Bluetooth Headset), Clip-on Flashlight, Canteen (Exquisite Quality Water), 10 Field Dressings, 6 Tourniquets
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 10 Field Dressings, 4 Tourniquets

Peacekeeper, Marksman (Military) (Character Level 5)

Marksman (Medium Desert Elf)

BV 29 LVL 5 CHP 11 XHP 33 CP 17 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
11	12	9

Initiative +2

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +5

Grapple +6

Attack(s)**Survival Knife (Melee)**

2 CP +6 Light attack, 1d4+1/14-18 slashing damage

3 CP +6 Standard attack, 1d4+4/14-18 slashing damage

5 CP +6 Heavy attack, 2d4+4/14-18 slashing damage

10 CP +6 Full attack, 3d4+8/14-18 slashing damage

MS9K (Ranged) (.20 HV Caseless) (SL)

80ft (120ft with feat) (100-140ft with optic) (up to 100-210ft with feat and optic) (must spend 3 CP to sight in a target), 5r

6 CP (4 CP with magnified optic) +10 Single Shot attack, 4d12+4 ballistic damage

2 CP (1 CP with magnified optic) +4 Potshot attack, 4d12+4 ballistic damage

5 CP (3 CP with magnified optic) +4 Double Tap attack, 6d12+4 ballistic damage

M6A (Ranged) (.28 Caseless) (PA)

30ft (45ft with feat), 18r

5 CP +8 Single Shot attack, 1d12+3 ballistic damage

4 CP +2 Potshot attack, 1d12+3 ballistic damage

6 CP +1 Double Tap attack, 2d12+3 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Blindsight 35'

Saves Fort+3 | Ref+7 | Will+4

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

Acrobatics +7 (+10)

*Athletics +7 (+10)

Craft (Mechanical) +3

Drive +3

Knowledge (Tactics) +4

Linguistics (Trade Bant Simp.) +Free

Perception +8

**SStealth +12 (+15)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Ballistic Specialization (Caseless) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Sling Steady (+2 bonus to single shot attacks while using a firearm with an attached sling that is worn around the user. The character may not use this feat if using a bipod or tripod to steady the weapon.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Distance Rifle Specialist (-1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a -4 penalty for their attack roll within the first range increment.)

Controlled Shot (Once per round, when making a single shot attack with a bolt action or sniper rifle, the character gains a +8 bonus to the attack. This attack must be the only attack the character makes in the round. This feat can also be used with the bonuses from the Dead Aim and Marksman Shot feats.)

Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)

Designated Marksman Rifle Expert (Additional -2 to CP cost when firing a DMR with a magnified optic, -9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)

Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)

Skill Focus (Stealth)

Spotter (Character may sight in a target using a telescopic sight for 3 CP.)

Organization

Variable

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), a cloak, 2 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Grenade Pouch, a Sextuple Large Magazine Pouch, and a Utility Pouch), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), Survival Knife (with Razor Sharp upgrade), MS9K (with a Bipod, a Fixed Stock, a Match Barrel, a Patrol Sling, and an Adjustable 2x-8x Telescopic Sight), M6A (with an Integral Tactical Flashlight), 2 Smoke Grenades, 4 5 round MS9 series magazines loaded with 5 rounds of .20 HV Caseless FMJ, 2 5 round MS9 series magazines loaded with 5 rounds of .20 HV Caseless Match Grade, 2 18 round M6/M7 series magazines loaded with 18 rounds .28 Caseless FMJ, Tactical Holster/Caddy, Concealed Sheath, Professional Radio w/headset (output to headset), Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Rangefinding Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Peacekeeper, Squad Gunner (Military) (Character Level 5)

Squad Gunner (Medium Plains Orc)

BV 42 LVL 5 CHP 17 XHP 42 CP 14 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	12	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +5
Grapple +7

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d4-1 bludgeoning damage (lethal or non-lethal)
3 CP +7 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
5 CP +7 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
10 CP +7 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)
MG10A (Ranged) (.40 Caseless) (SL/Auto(F))
100ft 120r, +1 bonus to attacks within the first five range increments.
5 CP +6 Single Shot attack, 2d12+6 ballistic damage
1 CP +0 Potshot attack, 2d12+6 ballistic damage
5 CP +6 Double Tap attack, 3d12+6 ballistic damage
5 CP +4 12R Autofire attack, 3d12+6 ballistic damage
4 CP +4 6R Burst attack, 5d12+6 ballistic damage
3 CP +4 12R Sprayfire attack, 7d12+6 ballistic damage
3 CP +6 18R Sweepfire attack, 3d12+6 ballistic damage, 40ft cone
†M6A (Ranged) (.28 Caseless) (PA)
30ft, 18r
6 CP +7 Single Shot attack, 1d12+3 ballistic damage
4 CP +1 Potshot attack, 1d12+3 ballistic damage
6 CP +6 Double Tap attack, 2d12+3 ballistic damage
Sting Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 4d6 bludgeoning damage (non-lethal)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +3 | Will +4

Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)
Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills
**Acrobatics +7 (+10)
**Athletics +7 (+10)
Drive +4
Knowledge (Tactics) +4
Linguistics (Karkarash Gutter) +1
Linguistics (Trade Bant Simp.) +1
Perception +6
§Stealth +5 (+8)

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Machine Gun Specialist (-1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Autofire Mastery (The Recoil Penalty of autofire attacks becomes CRP-5, of sprayfire and sweepfire becomes CRP-8, of two round burst fire CRP-1, and of all other round burst fire attacks CRP-2.)

Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)

General Purpose Machine Gunner (Grants proficiency with GPMGs.)

Close Combat Machine Gunner (The character takes no ranged attack penalties when firing an LMG or GPMG at an adjacent target.)

Machine Gun Reloader (Reloading an LMG with a magazine costs 2 CP. Reloading an LMG or GPMG that uses linked ammunition with a new link (belt) costs 3 CP. Refilling a magazine costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 2 CP per clip.)

Ballistic Specialization (Caseless) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Organization
Variable

†The bonuses granted by this weapon's Custom Grip upgrade applies only when used by this character and the firearm has been made to count as Medium size. (see pg. 167 of the Core Rulebook for more details).

Possessions

- **Combat Loadout** Fatigues (with Confederation standard patterning), 2 Small Waist Packs, Light Duty Vest (with Confederation standard patterning, a Canteen Pouch, a Grenade Pouch, and 4 Utility Pouches), Advanced Ballistic Combat Helmet (with Confederation standard patterning and mounted Active Hearing Protection), MG10A (with a Bipod, a Buttpad, a Heavy Ported Barrel, a Red Dot Sight [Balanced Reticle], a Synthetic Stock, and a Tactical Sling), M6A (with Custom Grip and an Integral Tactical Flashlight), 2 Sting Grenades, 5 120 round MA5/MG10 series magazines loaded with 120 rounds of .40 Caseless FMJ, 2 18 round M6/M7 series magazines loaded with 18 rounds of .28 Caseless FMJ, Tactical Holster/Caddy, Professional Radio w/headset (output to headset), Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressing, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Police Guard (Law Enforcement) (Character Level 2)

Police Guard (Medium Human)

BV 18 LVL 2 CHP 14 XHP 16 CP 15 (1 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	12	10

Initiative +1

Defense 13 (+2 Armor, +1 DEX, +2 Misc [against Melee attacks])

Touch 11 | Flat-Footed 12

BAB +2

Grapple +3

Attack(s)

Unarmed Strike (Melee)

- 2 CP +4 Light attack, 1d6+2 bludgeoning damage (non-lethal)
- 3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
- 5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
- 10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)

†Shokstik (Melee)

- 1 CP +3 Light attack, 1d6+2/14-18 bludgeoning damage plus 1d3 electricity damage
- 2 CP +3 Standard attack, 1d6+1/14-18 bludgeoning damage plus 1d3 electricity damage
- 4 CP +3 Heavy attack, 2d6+1/14-18 bludgeoning damage plus 1d3 electricity damage
- 9 CP +3 Full attack, 3d6+5/14-18 bludgeoning damage plus 1d3 electricity damage

††X3 Taser (Ranged) (Taser Cartridge) (Single)

- 10ft Max, 3r
- 6 CP +3 Single Shot attack, 1d6 electricity damage
- 4 CP -3 Potshot attack, 1d6 electricity damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +2 | Ref +2 | Will +2

Armor

(DR 2/Bludgeoning)

Corrections Vest (6/Piercing, Slashing, 5/Bludgeoning; AP 80)

Skills

- Acrobatics +2 (+4)
- Athletics +4 (+6)
- Drive +3
- **Knowledge (Civics) +4
- Knowledge (Streetwise) +3
- Linguistics (Trade Bant Simp.) +Free
- **Perception +6
- §Presence +4 (+6 with police uniform)

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Defensive Martial Arts (Character gains 2/Bludgeoning DR.)

Simple Weapon Specialist (Shokstik) (-1 to CP cost when attacking with the chosen simple weapon.)

Blunt Specialist (When wielding a light club, medium club, heavy club, tool hammer, or sledgehammer, the Critical Threat range is 14-18.)

Evasive Martial Arts (The character gains a +2 Dodge bonus to DEX against melee attacks.)

Organization

Solitary or pair

†A target successfully hit by this weapon must also make a successful Fortitude Saving Throw [TN10] or be Paralyzed for 1d2 rounds.

††A target successfully hit by this weapon must also make a successful Fortitude Saving Throw [TN15] or be Paralyzed for 1d6 rounds (see pg. 153 of the Core Rulebook for more details).

Possessions

- **Foot Patrol Loadout** Confederation Police Uniform, Utility Belt, Corrections Vest, Shokstik (with Retractable upgrade), X3 Taser, 2 Slippery Pellets, 2 Sticky Pellets, 3 Taser Cartridges, Tactical Holster, Professional Radio, Standard Flashlight, 2 Steel Bracelet Neural Inhibitors, 10 Zip-tie Handcuffs
- **Items kept in Patrol Vehicle (an automobile of the GM's choice if used (with a Police Kit))** 6 Slippery Pellets, 6 Sticky Pellets, 8 Taser Cartridges, Small First Aid Kit

Armed Forces of Akam

Arkyvik National Defense Forces

Militiaman (Blue Collar) (Ordinary Level 2)

Militiaman (Medium Cave Dwarf)

BV 25 LVL 2 CHP 21 XHP 12 CP 12 (1 to begin moving)

STR	DEX	CON
13	10	13
INT	WIS	CHA
12	10	8

Initiative +0
Defense 12 (+2 Armor)
Touch 10 | Flat-footed 12
BAB +2
Grapple +3

Attack(s)

Light Pick (Melee)
3 CP +3 Light attack, 1d10–1/13-18 piercing damage
4 CP +3 Standard attack, 1d10+2/13-18 piercing damage
6 CP +3 Heavy attack, 2d10+2/13-18 piercing damage
11 CP +3 Full attack, 3d10+6/13-18 piercing damage
PR-115 (Ranged) (65kW) (Semi/Pulse)
75ft, 45h
7 CP +2 Single Shot attack, 3d8+2 plasma damage
4 CP –4 Potshot attack, 3d8+2 plasma damage
6 CP +2 Double Tap attack, 5d8+2 plasma damage
4 CP –4 5H Pulseshot attack, 5d8+6 plasma damage
PEP-22 (Ranged) (25 kW) (Semi/Charge)
30ft, 12h
6 CP +2 Single Shot attack, 1d8+1 plasma damage
4 CP –4 Potshot attack, 1d8+1 plasma damage
4 CP (+2 CP per additional charge level) +2 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
6 CP +2 Double Tap attack, 2d8+1 plasma damage
Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision

Saves Fort +1 (+6 against disease and poison) | Ref +0 | Will +0
Armor
Light Powered Plasma Vest (8/Electric, Plasma, 4/Bludgeoning; AP 32+)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
Acrobatics +3 (+5)
Athletics +5 (+7)
*Craft (Mechanical) +5
*Craft (Structural) +5
Knowledge (History) +2
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +1
Perception +4
Feats
Archaic Weapons Proficiency (Picks) (Grants proficiency with the chosen class of weaponry.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Perception)
Advanced Plasmas Proficiency (The character can perform gridshot attacks at a –3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Organization
Squad (1d3+6 plus 1 sergeant at Character Level 3)

†Armor soaks up to 40 points of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge.

Possessions

- **Combat Loadout** Casual Clothes (Mild Weather), light filtering goggles, 2 Small Waist Packs, Light Powered Plasma Vest (with a Coolant Chill Pouch, a Dual Coolant Pouch, and a Utility Pouch), Ballistic Combat Helmet, Light Pick, PR-115 (with a permanent Glow Emitter, a Pulse Emitter, and a Patrol Sling), PEP-22 (with a Charge Emitter and permanent Glow Emitter), 4 QuickCool Coolant Packs, 2 Standard Coolant Packs, Tactical Holster, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Lighter, Hemp Rope (50ft), 2 Foodpods, 4 Field Dressings, Tourniquet

Rifleman (Military) (Character Level 3)

Rifleman (Medium Cave Dwarf)

BV 33 LVL 3 CHP 22 XHP 27 CP 12 (2 to begin moving)

STR	DEX	CON
14	12	14
INT	WIS	CHA
12	12	8

Initiative +1
Defense 13 (+3 Armor, +1 DEX)
 Touch 11 | Flat-footed 13
BAB +3
Grapple +5

Attack(s)

Light Pick (Melee)
 3 CP +5 Light attack, 1d10-1/13-18 piercing damage
 4 CP +5 Standard attack, 1d10+2/13-18 piercing damage
 6 CP +5 Heavy attack, 2d10+2/13-18 piercing damage
 11 CP +5 Full attack, 3d10+6/13-18 piercing damage

†Arc Emitter (Melee)
 3 CP +5 Light attack attack, 3d8-1 plasma damage
 4 CP +5 Standard attack, 3d8+2 plasma damage
 6 CP +5 Heavy attack, 4d8+2 plasma damage
 11 CP +5 Full attack, 5d8+6 plasma damage

PR-115 (Ranged) (65kW) (Semi/Pulse)
 75ft, 45h
 6 CP +5 Single Shot attack, 3d8+2 plasma damage
 3 CP -1 Potshot attack, 3d8+2 plasma damage
 5 CP +5 Double Tap attack, 5d8+2 plasma damage
 3 CP +2 5H Pulseshot attack, 5d8+6 plasma damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)
 30ft, 12h
 5 CP +5 Single Shot attack, 1d8+1 plasma damage
 3 CP -1 Potshot attack, 1d8+1 plasma damage
 3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
 5 CP +5 Double Tap attack, 2d8+1 plasma damage

Plasma Pulsar (Ranged)
 10ft (15ft blast radius)
 5 CP +4 Throw attack 1d6 plasma damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort+4 (+9 against disease and poison) | Ref+2 | Will+3
Armor

Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60††)
 Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic; AP 20)

Skills
 **Acrobatics +5 (+8)
 **Athletics +6 (+9)
 Craft (Electronics) +5
 Knowledge (History) +3
 Knowledge (Tactics) +3
 Linguistics (Trade Bant Simp.) +1
 Perception +6
 Stealth +4 (+7)

Feats
 Archaic Weapons Proficiency (Picks) (Grants proficiency with the chosen class of weaponry.)
 Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
 Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
 Exotic Melee Weapons Proficiency (Arc Emitters and Throwing Axes)
 Skill Focus (Perception)
 Advanced Plasmas Proficiency (The character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
 Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
 Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
 Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focussshot attacks at a -3 penalty.)

Organization
 Squad (1d3+6 plus 1 sergeant at Character Level 4)

†Arc Emitters expend 2 of the plasarm's Heat per round of use while activated.

††Armor soaks up to 30 points of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge.

Possessions

- **Combat Loadout** Fatigues (with Arkyvik Caverns patterning), light filtering goggles, 2 Small Waist Packs, Charged Tactical Vest (with Arkyvik Caverns patterning, 2 Coolant Chill Pouches, 2 Dual Coolant Pouches, a Grenade Pouch, and 2 Utility Pouches), Plasma Combat Helmet (with Arkyvik Caverns patterning), Light Pick, PR-115 (with an Arc Emitter, a permanent Glow Emitter, a Pulse Emitter, and a Patrol Sling), PEP-22 (with a Charge Emitter and a permanent Glow Emitter), 2 Plasma Pulsers, 4 QuickCool Coolant Packs, 6 Standard Coolant Packs, Tactical Holster, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Lighter, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Lighter, Hemp Rope (50ft), Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Medic (Military) (Character Level 3)

Medic (Medium Cave Dwarf)

BV 30 LVL 3 CHP 21 XHP 23 CP 12 (2 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
12	12	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Light Pick (Melee)
3 CP +4 Light attack, 1d10–1/13-18 piercing damage
4 CP +4 Standard attack, 1d10+2/13-18 piercing damage
6 CP +4 Heavy attack, 2d10+2/13-18 piercing damage
11 CP +4 Full attack, 3d10+6/13-18 piercing damage
†Arc Emitter (Melee)
3 CP +4 Light attack attack, 3d8–2 plasma damage
4 CP +4 Standard attack, 3d8+1 plasma damage
6 CP +4 Heavy attack, 4d8+1 plasma damage
11 CP +4 Full attack, 5d8+5 plasma damage
PR-115 (Ranged) (65kW) (Semi/Pulse)
75ft, 45h
6 CP +5 Single Shot attack, 3d8+2 plasma damage
3 CP –1 Potshot attack, 3d8+2 plasma damage
5 CP +5 Double Tap attack, 5d8+2 plasma damage
3 CP +2 5H Pulseshot attack, 5d8+6 plasma damage
PEP-22 (Ranged) (25 kW) (Semi/Charge)
30ft, 12h
5 CP +5 Single Shot attack, 1d8+1 plasma damage
3 CP –1 Potshot attack, 1d8+1 plasma damage
3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
5 CP +5 Double Tap attack, 2d8+1 plasma damage
Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort+3 (+8 against disease and poison) | Ref+2 | Will+3
Armor
Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60††)
Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic; AP 20)

Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Knowledge (History) +2
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +1
Perception +6
Stealth +5 (+8)
Treat Injury +6

Feats
Archaic Weapons Proficiency (Picks) (Grants proficiency with the chosen class of weaponry.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Advanced Plasmas Proficiency (The character can perform gridshot attacks at a –3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Skill Focus (Perception)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focushot attacks at a –3 penalty.)
Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Organization
Variable

†Arc Emitters expend 2 of the plasarm's Heat per round of use while activated.

††Armor soaks up to 30 points of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge.

Possessions

- **Combat Loadout** Fatigues (with Arkyvik Caverns patterning), light filtering goggles, 2 Small Waist Packs, Charged Tactical Vest (with Arkyvik Caverns patterning, 2 Coolant Chill Pouches, 2 Dual Coolant Pouches, a Grenade Pouch, a Kit Pouch, and a Utility Pouch), Plasma Combat Helmet (with Arkyvik Caverns patterning), PR-115 (with an Arc Emitter, a permanent Glow Emitter, a Pulse Emitter, and a Patrol Sling), PEP-22 (with a Charge Emitter and a permanent Glow Emitter), 4 QuickCool Coolant Packs, 6 Standard Coolant Packs, Small First Aid Kit, Tactical Holster, Professional Radio, Compass, Clip-on Flashlight, Lighter, Canteen (Exquisite Quality Water), Foodpod, 10 Field Dressings, 6 Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Light Pick, Tactical Sheath, Hemp Rope (50ft), Shovel, 2 Foodpods, 10 Field Dressings, 4 Tourniquet

Reslev National Military Forces

Rifleman (Military) (Character Level 3)

Rifleman (Medium Hill Dwarf)

BV 29 LVL 3 CHP 18 XHP 22 CP 12 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
12	10	8

Initiative +1

Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13

BAB +3

Grapple +5

Attack(s)

Microwire Hand Axe (Melee)

- 2 CP +5 Light attack, 1d6+8/15-18 slashing damage
- 3 CP +5 Standard attack, 1d6+11/15-18 slashing damage
- 5 CP +5 Heavy attack, 2d6+11/15-18 slashing damage
- 10 CP +5 Full attack, 3d6+15/15-18 slashing damage

†Arc Emitter (Melee)

- 3 CP +5 Light attack attack, 2d8-1 plasma damage
- 4 CP +5 Standard attack, 2d8+2 plasma damage
- 6 CP +5 Heavy attack, 3d8+2 plasma damage
- 11 CP +5 Full attack, 3d8+6 plasma damage

PR-105 (Ranged) (45kW) (Semi/Pulse/Bounce)

- 75ft, 65h
- 6 CP +5 Single Shot attack, 2d8+2 plasma damage
- 3 CP -1 Potshot attack, 2d8+2 plasma damage
- 5 CP +2 4H Bounceshot attack, 2d8+2 plasma damage
- 5 CP +5 Double Tap attack, 3d8+2 plasma damage
- 3 CP +2 5H Pulseshot attack, 4d8+4 plasma damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)

- 30ft, 12h
- 5 CP +5 Single Shot attack, 1d8+1 plasma damage
- 3 CP -1 Potshot attack, 1d8+1 plasma damage
- 3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
- 5 CP +5 Double Tap attack, 2d8+1 plasma damage

Plasma Grenade (Ranged)

- 10ft (15ft blast radius)
- 5 CP +4 Throw attack 4d8 plasma damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +2 | Will +3

Armor

- HEM Tactical Vest (12/Ballistic, Electric, Plasma; AP 50tt)
- Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic;

AP 20)

Skills

*Acrobatics +5 (+8)

*Athletics +5 (+8)

Craft (Electronics) +2

Craft (Mechanical) +2

Drive +3

Knowledge (History) +2

Knowledge (Tactics) +3

Linguistics (Reformed Dwemer) +1

Linguistics (Trade Bant Simp.) +1

Perception +5

Stealth +3 (+6)

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Exotic Melee Weapons Proficiency (Arc Emitters and Throwing Axes) (Grants proficiency with the chosen weapons.)

Advanced Plasmas Proficiency (The character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focushot attacks at a -3 penalty.)

Organization

Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

†Arc Emitters expend 2 of the plasarm's Heat per round of use while activated.

††Armor soaks up to 20 points (35 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Reslev Jungle No.2 patterning), 2 Small Waist Packs, HEM Tactical Vest (with Reslev Jungle No.2 patterning, a Canteen Pouch, 2 Coolant Chill Pouches, a Dual Coolant Pouch, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Reslev Jungle No.2 patterning), PR-105 (with an Arc Emitter, a Bounce Emitter, a permanent Glow Emitter, a Pulse Emitter, and a Tactical Sling), Plasma Grenade, Smoke Grenade, 2 Extended Armor Coolant Packs, 4 QuickCool Coolant Packs, 4 Standard Coolant Packs, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Microwire Hand Axe, PEP-22 (with a Charge Emitter and a permanent Glow Emitter), Tactical Holster, Tactical Sheath, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Grenadier (Military) (Character Level 3)

Grenadier (Medium Hill Dwarf)

BV 32 LVL 3 CHP 19 XHP 26 CP 12 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	10	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +3
Grapple +5

Attack(s)

Microwire Hand Axe (Melee)
2 CP +5 Light attack, 1d6+8/15-18 slashing damage
3 CP +5 Standard attack, 1d6+11/15-18 slashing damage
5 CP +5 Heavy attack, 2d6+11/15-18 slashing damage
10 CP +5 Full attack, 3d6+15/15-18 slashing damage
PR-105 (Ranged) (45kW) (Semi/Pulse/Bounce)
75ft, 65h
6 CP +5 Single Shot attack, 2d8+2 plasma damage
3 CP -1 Potshot attack, 2d8+2 plasma damage
5 CP +2 4H Bounceshot attack, 2d8+2 plasma damage
5 CP +5 Double Tap attack, 3d8+2 plasma damage
3 CP +2 5H Pulseshot attack, 4d8+4 plasma damage
PEP-22 (Ranged) (25 kW) (Semi/Charge)
30ft, 12h
6 CP +4 Single Shot attack, 1d8+1 plasma damage
4 CP -1 Potshot attack, 1d8+1 plasma damage
4 CP (+2 CP per additional charge level) +4 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
6 CP +4 Double Tap attack, 2d8+1 plasma damage
Type 02 ELM (Ranged) (135 kW) (Single)
60ft (15ft blast radius), 1h
4 CP +4 Single Shot attack, 5d8 plasma damage
3 CP -2 Potshot attack, 5d8 plasma damage
Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +3
Armor
HEM Tactical Vest (12/Ballistic, Electric, Plasma; AP 50+)
Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic; AP 20)

Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Drive +2
Knowledge (History) +2
Knowledge (Tactics) +2
Linguistics (Reformed Dwemer) +1
Perception +4
Stealth +1 (+4)

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Personal Plasarms Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (Character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)
Explosive Weapon Specialist (-1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focusshot attacks at a -3 penalty.)
Organization
Variable

+Armor soaks up to 20 points (35 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Reslev Jungle No.2 patterning), 2 Small Waist Packs, HEM Tactical Vest (with Reslev Jungle No.2 patterning, 3 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Reslev Jungle No.2 patterning), PR-105 (with a Bounce Emitter, a permanent Glow Emitter, a Pulse Emitter, and a Patrol Sling), Type 02 ELM (mounted to PR-105), 2 Shield Grenades, 3 Extended Armor Coolant Packs, 5 QuickCool Coolant Packs, 4 Standard Coolant Packs, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Microwire Hand Axe, PEP-22 (with a Charge Emitter and a permanent Glow Emitter), Tactical Holster, Tactical Sheath, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Medic (Military) (Character Level 3)**Medic (Medium Hill Dwarf)**

BV 23 LVL 3 CHP 17 XHP 22 CP 12 (2 to begin moving)

STR	DEX	CON
14	10	12
INT	WIS	CHA
12	12	8

Initiative +1**Defense** 14 (+3 Armor, +1 DEX)

Touch 11 | Flat-footed 13

BAB +3**Grapple** +5**Attack(s)****Microwire Hand Axe (Melee)**

2 CP +5 Light attack, 1d6+8/15-18 slashing damage
 3 CP +5 Standard attack, 1d6+11/15-18 slashing damage
 5 CP +5 Heavy attack, 2d6+11/15-18 slashing damage
 10 CP +5 Full attack, 3d6+15/15-18 slashing damage

PR-105 (Ranged) (45kW) (Semi/Pulse/Bounce)

75ft, 65h
 6 CP +4 Single Shot attack, 2d8+2 plasma damage
 3 CP -2 Potshot attack, 2d8+2 plasma damage
 5 CP +1 4H Bounceshot attack, 2d8+2 plasma damage
 5 CP +4 Double Tap attack, 3d8+2 plasma damage
 3 CP +1 5H Pulseshot attack, 4d8+4 plasma damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)

30ft, 12h
 5 CP +4 Single Shot attack, 1d8+1 plasma damage
 3 CP -2 Potshot attack, 1d8+1 plasma damage
 3 CP (+2 CP per additional charge level) +4 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
 5 CP +4 Double Tap attack, 2d8+1 plasma damage

Reach 5'**Fighting Space** 5' by 5'**Saves** Fort +4 | Ref +2 | Will +3**Armor**

HEM Tactical Vest (12/Ballistic, Electric, Plasma; AP 50+)
 Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic;
 AP 20)

Skills

*Acrobatics +5 (+8)
 *Athletics +5 (+8)

Craft (Pharmaceutical) +2

Drive +2

Knowledge (History) +2

Knowledge (Tactics) +2

Linguistics (Reformed Dwemer) +1

Linguistics (Trade Bant Simp.) +1

Perception +5

Stealth +2 (+5)

Treat Injury +6

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)

Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulsedshot, and focusshot attacks without penalty.)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulsedshot, and focusshot attacks at a -3 penalty.)

Organization

Variable

+Armor soaks up to 20 points (35 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Reslev Jungle No.2 patterning), Backpack, 3 Small Waist Packs, HEM Tactical Vest (with Reslev Jungle No.2 patterning, 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Reslev Jungle No.2 patterning), PR-105 (with a Bounce Emitter, a permanent Glow Emitter, a Pulse Emitter, and a Tactical Sling), Shield Grenade, Smoke Grenade, 3 Extended Armor Coolant Packs, 5 Standard Coolant Packs, Professional Radio, Compass, Clip-on Flashlight, Med Sprayer, 4 Health Sprays, 4 Clot Sprays, Canteen (Exquisite Quality Water), Foodpod, 3 Biofoams, 6 Field Dressings, 4 StikSticks pre-filled with Stim, 4 Tourniquets
- **Marching/Travel Loadout** Combat Loadout + Microwire Hand Axe, PEP-22 (with a Charge Emitter and a permanent Glow Emitter), Tactical Holster, Tactical Sheath, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, 6 Tourniquets

Sniper (Military) (Character Level 4)

Sniper (Medium Hill Dwarf)

BV 26 LVL 4 CHP 19 XHP 35 CP 12 (2 to begin moving)

STR	DEX	CON
14	14	13
INT	WIS	CHA
12	14	8

Knowledge (Tactics) +3
Linguistics (Reformed Dwemer) +1
Linguistics (Trade Bant Simp.) +1
Perception +8
**§Stealth +10 (+13)

Feats

Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)

Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Improved Initiative (Character gains a +3 bonus to Initiative.)

Advanced Plasmas Proficiency (Character can perform gridshot attacks at a –3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)

Leading Target (When attacking, a character may ignore a target’s DEF bonuses due to movement.)

Designated Marksman Rifle Expert (Additional –2 to CP cost when firing a DMR with a magnified optic, –9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)

Axe Martial Arts (Character gains +1 die of damage when wielding a hand axe, broadaxe, or battle-axe.)

Organization

Variable

†Armor soaks up to 20 points (35 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Initiative +5

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +4

Grapple +6

Attack(s)

Microwire Hand Axe (Melee)

2 CP +6 Light attack, 2d6+8/15-18 slashing damage

3 CP +6 Standard attack, 2d6+11/15-18 slashing damage

5 CP +6 Heavy attack, 3d6+11/15-18 slashing damage

10 CP +6 Full attack, 4d6+15/15-18 slashing damage

PPR-118 (Ranged) (65kW) (Semi/Charge)

180ft (360ft with optic) (must spend 6 CP to sight in a target), 30h

6 CP (4 CP with magnified optic) +7 Single Shot attack, 3d8+2 plasma damage

3 CP (1 CP with magnified optic) +1 Potshot attack, 3d8+2 plasma damage

3 CP (1 CP with magnified optic) (+2 CP per additional charge level) +7

Chargeshot attack, 3d8+2 (+1 additional damage dice per charge level) plasma damage

5 CP (3 CP with magnified optic) +7 Double Tap attack, 5d8+2 plasma damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)

30ft, 12h

5 CP +7 Single Shot attack, 1d8+1 plasma damage

3 CP +1 Potshot attack, 1d8+1 plasma damage

3 CP (+2 CP per additional charge level) +7 Chargeshot attack, 1d8+1 (+1

additional damage dice per charge level) plasma damage

5 CP +7 Double Tap attack, 2d8+1 plasma damage

Plasma Grenade (Ranged)

10ft (15ft blast radius)

5 CP +6 Throw attack 4d8 plasma damage

Reach 5’

Fighting Space 5’ by 5’

Saves Fort +4 | Ref +4 | Will +4

Armor

HEM Tactical Vest (12/Ballistic, Electric, Plasma; AP 50†)

Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic;

AP 20)

Skills

Acrobatics +7 (+10)

**Athletics +7 (+10)

Drive +3

Knowledge (History) +3

Possessions

- **Combat Loadout** Fatigues (with Reslev Jungle No.2 patterning), 2 Small Waist Packs, HEM Tactical Vest (with Reslev Jungle No.2 patterning, 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Reslev Jungle No.2 patterning), PPR-118 (with a Charge Emitter, an Extended Range Emitter, a Patrol Sling, and a 10x Telescopic Sight), Plasma Grenade, Smoke Grenade, 3 Extended Armor Coolant Packs, 5 Standard Coolant Packs, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Microwire Hand Axe, PEP-22 (with a Charge Emitter and a permanent Glow Emitter), Tactical Holster, Tactical Sheath, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Armed Forces of Cryoria

Valkee Military and Self Defense Forces

Polarans have the Fast Healing ability based on the current climate, or if they're wearing a chill collar. Fast Healing stops working when the race is reduced to -10 CHP or fewer. In Cold climates or wearing a chill collar in any climate Polarans heal 1 bleed dice per round, and heal 1 HP (CHP before XHP) per round. In Very Cold climates Polarans heal 2 bleed dice per round, and heal 2 HP (CHP before XHP) per round. In Extremely Cold climates Polarans heal 3 bleed dice per round, and heal 3 HP (CHP before XHP) per round. When not in a Cold, Very Cold, or Extremely Cold temperature range, or wearing a chill collar outside of these temperature ranges, a Polaran's pool of Combat Points is reduced to 10.

Rifleman (Military) (Character Level 3)

Rifleman (Medium Polaran)

BV 37 LVL 3 CHP 14 XHP 21 CP 16 (2 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
11	12	8

Initiative +1
Defense 14 (+3 Armor, +1 DEX, +2 Dodge [against slashing attacks])
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6-2 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4-2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage

PR-100 (Ranged) (65kW) (Semi/Pulse/Wave)
75ft, 45h
6 CP +5 Single Shot attack, 3d8+2 plasma damage
3 CP -1 Potshot attack, 3d8+2 plasma damage
5 CP +5 Double Tap attack, 5d8+2 plasma damage
3 CP +2 5H Pulseshot attack, 5d8+6 plasma damage
5 CP (automatic hit) #H Waveshot attack, 3d8+2 plasma damage [TN15 Ref] half damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)
30ft, 12h
5 CP +5 Single Shot attack, 1d8+1 plasma damage
3 CP -1 Potshot attack, 1d8+1 plasma damage
3 CP +2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
5 CP +5 Double Tap attack, 2d8+1 plasma damage

Plasma Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 4d8 plasma damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing
Saves Fort+4 | Ref+2 | Will+3
Armor
(DR 5/Cold)
Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60††)

Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic; AP 20)

Skills
Acrobatics +4 (+7)
**Athletics +5 (+8)
Craft (Electronics) +2
Drive +2
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +1
Perception +5
*Stealth +3 (+6)

Feats
Second Wind (Once per hour, the character can restore a number of XHP equal to his CON score.)
Forgiving Damage (Slashing) (When attacked with the selected damage, the character gains a +2 Dodge DEF bonus against all attacks with this damage.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (Character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focushot attacks at a -3 penalty.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Organization
Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

†A Waveshot attack uses 3 Heat per 5ft square that it is used to targeted. Waveshot attacks are limited to 2 range increments (see pg. 60 of the Advanced Arms for more details).

††Armor soaks up to 30 points (45 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Valkee Tundra patterning), 2 Small Waist Packs, Charged Tactical Vest (with Valkee Tundra patterning, 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Valkee Tundra patterning), Survival Knife, PR-100 (with a permanent Glow Emitter, a Pulse Emitter, a Wave Emitter, and a Tactical Sling), PEP-22 (with a Charge Emitter and a permanent Glow

Emitter), Plasma Grenade, Smoke Grenade, 3 Extended Armor Coolant Packs, 5 QuickCool Coolant Packs, Tactical Holster, Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet

- **Marching/Travel Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Medic (Military) (Character Level 3)

Medic (Medium Polaran)

BV 34 LVL 3 CHP 13 XHP 22 CP 16 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
12	12	10

Initiative +1
Defense 14 (+3 Armor, +1 DEX, +2 Dodge [against slashing attacks])
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4-2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
PR-100 (Ranged) (65kW) (Semi/Pulse/Wave)
75ft, 45h
6 CP +5 Single Shot attack, 3d8+2 plasma damage
3 CP -1 Potshot attack, 3d8+2 plasma damage
5 CP +5 Double Tap attack, 5d8+2 plasma damage
3 CP +2 5H Pulseshot attack, 5d8+6 plasma damage
5 CP (automatic hit) #H Waveshot attack, 3d8+2 plasma damage [TN15 Ref]
half damage
PEP-22 (Ranged) (25 kW) (Semi/Charge)
30ft, 12h
5 CP +5 Single Shot attack, 1d8+1 plasma damage
3 CP -1 Potshot attack, 1d8+1 plasma damage
3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
5 CP +5 Double Tap attack, 2d8+1 plasma damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing
Saves Fort +3 | Ref +3 | Will +3
Armor
(DR 5/Cold)
Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60++)
Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic;
AP 20)
Skills
*Acrobatics +4 (+7)
*Athletics +4 (+7)

Drive +2
Knowledge (Earth and Life Sciences) +4
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +1
Perception +6
Stealth +2 (+5)
§Treat Injury +7

Feats
Second Wind (Once per hour, the character can restore a number of XHP equal to his CON score.)
Forgiving Damage (Slashing) (When attacked with the selected damage, the character gains a +2 Dodge DEF bonus against all attacks with this damage.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (Character can perform gridshot attacks at a -3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focussshot attacks at a -3 penalty.)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Organization
Variable

†A Waveshot attack uses 3 Heat per 5ft square that it is used to targeted. Waveshot attacks are limited to 2 range increments (see pg. 60 of the Advanced Arms for more details).

††Armor soaks up to 30 points (45 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Valkee Tundra patterning), Backpack, 2 Small Waist Packs, Charged Tactical Vest (with Valkee Tundra patterning, 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Valkee Tundra patterning), Survival Knife, PR-100 (with a permanent Glow Emitter, a Pulse Emitter, a Wave Emitter, and a Tactical Sling), PEP-22 (with a Charge Emitter and a permanent Glow Emitter), 2 Shield Grenades, 3 Extended Armor Coolant Packs, 5 QuickCool Coolant Packs, Concealed Sheath, Tactical Holster, Professional Radio, Compass, Clip-on Flashlight, Med Sprayer, 4 Health Sprays, 4 Clot Sprays, Canteen (Exquisite Quality Water), Foodpod, 3 Biofoams, 6 Field Dressings, 4 StikSticks pre-filled with Stim, 4 Tourniquets
- **Marching/Travel Loadout** Combat Loadout + Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, 6 Tourniquet

Sniper (Military) (Character Level 3)

Sniper (Medium Polaran)

BV 20 LVL 3 CHP 14 XHP 21 CP 16 (2 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
11	14	8

Initiative +4

Defense 14 (+3 Armor, +1 DEX, +2 Dodge [against slashing attacks])
Touch 11 | Flat-footed 13

BAB +3

Grapple +4

Attack(s)

Survival Knife (Melee)

2 CP +4 Light attack, 1d4–2/14–18 slashing damage
3 CP +4 Standard attack, 1d4+1/14–18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14–18 slashing damage
10 CP +4 Full attack, 3d4+5/14–18 slashing damage

PPR-118 (Ranged) (65kW) (Semi/Charge)

180ft (360ft with optic) (must spend 6 CP to sight in a target), 30h
6 CP +5 Single Shot attack, 3d8+2 plasma damage
3 CP –1 Potshot attack, 3d8+2 plasma damage
3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 3d8+2 (+1 additional damage dice per charge level) plasma damage
5 CP +5 Double Tap attack, 5d8+2 plasma damage

PEP-22 (Ranged) (25 kW) (Semi/Charge)

30ft, 12h
5 CP +5 Single Shot attack, 1d8+1 plasma damage
3 CP –1 Potshot attack, 1d8+1 plasma damage
3 CP (+2 CP per additional charge level) +5 Chargeshot attack, 1d8+1 (+1 additional damage dice per charge level) plasma damage
5 CP +5 Double Tap attack, 2d8+1 plasma damage

Reach 5'

Fighting Space 5' by 5'

Special Qualities Fast Healing

Saves Fort +3 | Ref +3 | Will +3

Armor

(DR 5/Cold)

Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60†)

Plasma Combat Helmet (5/Bludgeoning, Electric, Plasma, Slashing, 1/Ballistic;

AP 20)

Skills

*Acrobatics +5 (+8)

Athletics +4 (+7)

Craft (Electronics) +1

Drive +2

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +1

Perception +6

**Stealth +7 (+10)

Feats

Second Wind (Once per hour, the character can restore a number of XHP equal to his CON score.)

Forgiving Damage (Slashing) (When attacked with the selected damage, the character gains a +2 Dodge DEF bonus against all attacks with this damage.)

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)

Advanced Plasmas Proficiency (Character can perform gridshot attacks at a –3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)

Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)

Improved Initiative (Character gains a +3 bonus to Initiative.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Organization

Variable

†Armor soaks up to 30 points (45 with Extended Armor Coolant Pack) of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

- **Combat Loadout** Fatigues (with Valkee Tundra patterning), 2 Small Waist Packs, Charged Tactical Vest (with Valkee Tundra patterning, 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Plasma Combat Helmet (with Valkee Tundra patterning), Survival Knife, PPR-118 (with a Charge Emitter, an Extended Range Emitter, a Patrol Sling, and a 10x Telescopic Sight), PEP-22 (with a Charge Emitter and a permanent Glow Emitter), Shield Grenade, Smoke Grenade, 3 Extended Armor Coolant Packs, 5 Standard Coolant Packs, Tactical Holster, Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Self Defense Force Guardsman (Military) (Character Level 3)

S.D.F. Guardsman (Medium Polaran)

BV 36 LVL 3 CHP 14 XHP 21 CP 16 (2 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
11	12	8

Drive +2
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +1
Perception +5
*Stealth +4 (+6)

Initiative +1
Defense 14 (+3 Armor, +1 DEX, +2 Dodge [against slashing attacks])
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Type 36 BC-Mkl (Ranged) (90kW) (Single/Pulse/Focus)
60ft, 45h
6 CP +5 Single Shot attack, 4d8 plasma damage
3 CP –1 Potshot attack, 4d8 plasma damage
3 CP +2 5H Pulseshot attack, 6d8+9 plasma damage
3 CP (+5 CP per subsequent burn) +2 9H Focusshot attack, 4d8 plasma damage (roll damage for each individual burn)
Type 13 LP (Ranged) (45 kW) (Single)
30ft, 12h
6 CP +4 Single Shot attack, 2d8+2 plasma damage
4 CP –1 Potshot attack, 2d8+2 plasma damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Fast Healing
Saves Fort +4 | Ref +2 | Will +3
Armor

(DR 5/Cold)
Light Powered Plasma Vest (8/Plasma, 4/Bludgeoning; AP 32†)
Skills
Acrobatics +5 (+7)
**Athletics +6 (+8)
Craft (Electronics) +2

Feats
Second Wind (Once per hour, the character can restore a number of XHP equal to his CON score.)
Forgiving Damage (Slashing) (When attacked with the selected damage, the character gains a +2 Dodge DEF bonus against all attacks with this damage.)
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (Character can perform gridshot attacks at a –3 penalty, and when performing a waveshot attack the Reflex Saving Throw TN is increased to [TN15].)
Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground. May also reload coolant packs into a beamcaster for 2 CP.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focusshot attacks at a –3 penalty.)
Organization
Fire Team (4 guardsman plus 1 sergeant at Character Level 4) or squad (1d3+8 guardsman plus 1 sergeant at Character Level 5)

†Armor soaks up to 40 points of electric or plasma damage before it requires a new coolant pack, and requires 5 rounds to recharge.

Possessions

- **Combat Loadout** SDF Uniform, UV protective goggles, Utility Belt, Light Powered Plasma Vest (with a Coolant Chill Pouch, a Dual Coolant Pouch, and a Utility Pouch), Type 36 BC-Mkl (with a Focus Emitter, a Pulse Emitter, and a Patrol Sling), Type 13 LP, 6 Standard Coolant Packs, Tactical Holster, Professional Radio, Clip-on Flashlight, Canteen (Exquisite Quality Water)
- **Marching/Travel Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Armed Forces of Jitaku

A GM may replace up to two riflemen in a fire team or a squad with up to one of each kind NPC whose Organization is listed as “Variable.”

Illbate Armed Forces and Law Enforcement

Rifleman (Military) (Character Level 3)

Rifleman (Medium Plains Orc)

BV 37† LVL 3 CHP 16 XHP 23 CP 14 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	8

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +3

Grapple +5

Attack(s)

Unarmed Strike (Melee)

- 2 CP +5 Light attack, 1d4–1 bludgeoning damage (lethal or non-lethal)
- 3 CP +5 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
- 5 CP +5 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
- 10 CP +5 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)

Field Knife (Melee)

- 3 CP +5 Light attack, 2d3–1/14–18 slashing damage
- 4 CP +5 Standard attack, 2d3+2/14–18 slashing damage
- 6 CP +5 Heavy attack, 3d3+2/14–18 slashing damage
- 11 CP +5 Full attack, 4d3+6/14–18 slashing damage

Field Knife Bayonet (Melee)

- 3 CP +1 Light attack, 3d3/14–18 piercing damage
- 4 CP +1 Standard attack, 3d3+3/14–18 piercing damage
- 6 CP +1 Heavy attack, 4d3+3/14–18 piercing damage
- 11 CP +1 Full attack, 5d3+7/14–18 piercing damage

FN SCAR-H (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)

- 80ft, 20r
- 4 CP +6 Single Shot attack, 5d6 ballistic damage
- 2 CP +0 Potshot attack, 5d6 ballistic damage
- 5 CP +6 Double Tap attack, 7d6 ballistic damage
- 5 CP +6 10R Autofire attack, 5d6 ballistic damage
- 4 CP +6 5R Burst attack, 8d6 ballistic damage
- 3 CP +2 10R Sprayfire attack, 9d6 ballistic damage
- 3 CP +2 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

Glock 40 (Ranged) (10mm Auto) (PA)

- 50ft, 15r, –1 penalty to Stealth checks to hide this weapon.
- 4 CP +6 Single Shot attack, 2d6+4 ballistic damage
- 3 CP +0 Potshot attack, 2d6+4 ballistic damage
- 5 CP +5 Double Tap attack, 3d6+4 ballistic damage

Fragmentation Grenade (Ranged)

- 10ft (15ft blast radius)
- 5 CP +4 Throw attack 5d6 slashing damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort +3 | Ref +1 | Will +4

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +5 (+8)

**Athletics +5 (+8)

Drive +3

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +1

Perception +5

Stealth +2 (+5)

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Organization

Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

†Battle Value increases by 6 if the rifleman is carrying his Glock 40.

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No.1 patterning), Small Waist Pack, Tactical Vest (with Illbate Plains No.1 patterning, a Grenade Pouch, a Sextuple Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), Bayonet/Field Knife, FN SCAR-H (with a Bayonet Lug, a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), Fragmentation Grenade, Smoke Grenade, 7 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Glock 40, 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

BV100+ LVL 4 CHP16 XHP30 CP14 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	8

- ** Athletics +7 (+10)
- Drive +3
- Knowledge (Tactics) +3
- Linguistics (Trade Bant Simp.) +1
- Perception +6
- Stealth +3 (+6)

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Explosive Weapons Specialist (-1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Organization

Anti-armor team (1 anti-armor specialist plus 1d3+1 riflemen (as ammunition carriers or assistants))

†Battle Value increases by 6 if the anti-armor specialist is carrying his Glock 40.

Attack(s)

Unarmed Strike (Melee)

2 CP +7 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

FN SCAR-H CQB (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)
70ft, 20r

- 4 CP +7 Single Shot attack, 5d6 ballistic damage
- 2 CP +1 Poishot attack, 5d6 ballistic damage
- 5 CP +4 Double Tap attack, 7d6 ballistic damage
- 5 CP +4 10R Autofire attack, 5d6 ballistic damage
- 4 CP +5 5R Burst attack, 8d6 ballistic damage
- 3 CP +0 10R Sprayfire attack, 9d6 ballistic damage
- 3 CP +0 15R Sweepfire attack, 5d6 ballistic damage, 35ft cone

Glock 40 (Ranged) (10mm Auto) (PA)

50ft, 15r, -1 penalty to Stealth checks to hide this weapon.

4 CP +7 Single Shot attack, 2d6+4 ballistic damage
3 CP +1 Potshot attack, 2d6+4 ballistic damage
5 CP +3 Double Tap attack, 3d6+4 ballistic damage

Panzerfaust 3 (Ranged) (Single)

350ft (435ft with optic) (30ft blast radius), 1r
 7 CP +5 Single Shot attack, 35d12 concussion damage (ignores 25 Hardness)
 3 CP -1 Potshot attack, 35d12 concussion damage (ignores 25 Hardness)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +3 | Will +3

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +6 (+9)

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No. 1 patterning), Tactical Vest (with Illbate Plains No.1 patterning, a Quad Large Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), FN SCAR-H CQB (with a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), Panzerfaust 3 (with a 2.5x Telescopic Sight), 5 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Glock 40, 2 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Corpsman/Medic (Military) (Character Level 3)

Corpsman/Medic (Medium Bayou Orc)

BV 27† LVL 3 CHP 15 XHP 22 CP 14 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
 Touch 11 | Flat-footed 14
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
 2 CP +5 Light attack, 1d6–2 bludgeoning damage (non-lethal)
 3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
 5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
 10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)
FN SCAR-H CQB (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)
 70ft, 20r
 4 CP +6 Single Shot attack, 5d6 ballistic damage
 2 CP +0 Potshot attack, 5d6 ballistic damage
 5 CP +2 Double Tap attack, 7d6 ballistic damage
 5 CP +2 10R Autofire attack, 5d6 ballistic damage
 4 CP +3 5R Burst attack, 8d6 ballistic damage
 3 CP –2 10R Sprayfire attack, 9d6 ballistic damage
 3 CP –2 15R Sweepfire attack, 5d6 ballistic damage, 35ft cone
Glock 40 (Ranged) (10mm Auto) (PA)
 50ft, 15r, –1 penalty to Stealth checks to hide this weapon.
 4 CP +6 Single Shot attack, 2d6+4 ballistic damage
 3 CP +0 Potshot attack, 2d6+4 ballistic damage
 5 CP +1 Double Tap attack, 3d6+4 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +3
Armor
 Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
 Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills
 **Acrobatics +5 (+8)
 **Athletics +5 (+8)
 Drive +4
 Knowledge (Tactics) +3
 Linguistics (Trade Bant Simp.) +1
 Perception +7
 Stealth +4 (+7)
 Treat Injury +6

Feats
 Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
 Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
 Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
 Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
 Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
 Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
 Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
 Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization
 Variable

†Battle Value increases by 6 if the corpsman/medic is carrying his Glock 40.

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No.1 patterning), Backpack, 2 Small Waist Packs, Tactical Vest (with Illbate patterning Plains No.1, a Grenade Pouch, a Kit Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), FN SCAR-H CQB (with a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), 5 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, 2 Smoke Grenades, Small First Aid Kit, Professional Radio, Compass, 2 Flares, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 10 Field Dressings, 6 Tourniquets
- **Marching/Travel Loadout** Combat Loadout + Glock 40, 2 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 2 Foodpods

Designated Marksman (Military) (Character Level 3)

Designated Marksman (Medium Plains Orc)

BV 38+ LVL 4 CHP 15 XHP 28 CP 14 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
10	12	8

Initiative +2
Defense 16 (+4 Armor, +2 DEX)
Touch 12 | Flat-footed 14
BAB +4
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d4-2 bludgeoning damage (lethal or non-lethal)
3 CP +5 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
5 CP +5 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
10 CP +5 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)

Field Knife (Melee)
3 CP +5 Light attack, 2d3-2/14-18 slashing damage
4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
6 CP +5 Heavy attack, 3d3+1/14-18 slashing damage
11 CP +5 Full attack, 4d3+5/14-18 slashing damage

Field Knife Bayonet (Melee)
3 CP +1 Light attack, 3d3-1/14-18 piercing damage
4 CP +1 Standard attack, 3d3+2/14-18 piercing damage
6 CP +1 Heavy attack, 4d3+2/14-18 piercing damage
11 CP +1 Full attack, 5d3+6/14-18 piercing damage

FN SCAR-H LB (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)
90ft (110-135ft with optic) (must spend 6 CP to sight in a target), 20r
4 CP (4 CP with magnified optic) +9 Single Shot attack, 5d6 ballistic damage
2 CP (1 CP with magnified optic) +3 Potshot attack, 5d6 ballistic damage
5 CP (3 CP with magnified optic) +8 Double Tap attack, 7d6 ballistic damage
5 CP (3 CP with magnified optic) +8 10R Autofire attack, 5d6 ballistic damage
4 CP (2 CP with magnified optic) +7 5R Burst attack, 8d6 ballistic damage
3 CP (1 CP with magnified optic) +4 10R Sprayfire attack, 9d6 ballistic damage
3 CP (1 CP with magnified optic) +4 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

Glock 40 (Ranged) (10mm Auto) (PA)
50ft, 15r, -1 penalty to Stealth checks to hide this weapon.
4 CP +8 Single Shot attack, 2d6+4 ballistic damage
3 CP +2 Potshot attack, 2d6+4 ballistic damage
5 CP +6 Double Tap attack, 3d6+4 ballistic damage

Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +6 Throw attack 5d6 slashing damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort+3 | Ref+4 | Will+3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
**Acrobatics +7 (+10)

**Athletics +7 (+10)
Craft (Mechanical) +2
Drive +3
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +1
Perception +8
§Stealth +6 (+9)

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Distance Rifle Specialist (-1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a -4 penalty for their attack roll within the first range increment.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)
Designated Marksman Rifle Expert (Additional -2 to CP cost when firing a DMR with a magnified optic, -9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)
Organization
Variable

†Battle Value increases by 6 if the marksman is carrying his Glock 40.

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No. 1 patterning), Small Waist Pack, Tactical Vest (with Illbate Plains No.1 patterning, a Grenade Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), Bayonet/Field Knife, FN SCAR-H LB (with a Bayonet Lug, a Bipod, an Extended Barrel, a Fixed Folding Stock, a Patrol Sling, a Threaded Barrel, and an Adjustable 2-4x Telescopic Sight), Fragmentation Grenade, Smoke Grenade, 5 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Glock 40, 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods

Grenadier (Military) (Character Level 3)

Grenadier (Medium Plains Orc)

BV 42† LVL 3 CHP 16 XHP 23 CP 14 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	8

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +3

Grapple +5

Attack(s)

Unarmed Strike (Melee)

- 2 CP +5 Light attack, 1d4-1 bludgeoning damage (lethal or non-lethal)
- 3 CP +5 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
- 5 CP +5 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
- 10 CP +5 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)

Field Knife (Melee)

- 3 CP +5 Light attack, 2d3-1/14-18 slashing damage
- 4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
- 6 CP +5 Heavy attack, 3d3+2/14-18 slashing damage
- 11 CP +5 Full attack, 4d3+6/14-18 slashing damage

Field Knife Bayonet (Melee)

- 3 CP +1 Light attack, 3d3/14-18 piercing damage
- 4 CP +1 Standard attack, 3d3+3/14-18 piercing damage
- 6 CP +1 Heavy attack, 4d3+3/14-18 piercing damage
- 11 CP +1 Full attack, 5d3+7/14-18 piercing damage

FN SCAR-H (Ranged) (7.62x51mm) (SL/Auto(M)) (+1 Mastercraft)

- 80ft, 20r
- 4 CP +6 Single Shot attack, 5d6 ballistic damage
- 2 CP +0 Potshot attack, 5d6 ballistic damage
- 5 CP +6 Double Tap attack, 7d6 ballistic damage
- 5 CP +6 10R Autofire attack, 5d6 ballistic damage
- 4 CP +6 5R Burst attack, 8d6 ballistic damage
- 3 CP +2 10R Sprayfire attack, 9d6 ballistic damage
- 3 CP +2 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

Glock 40 (Ranged) (10mm Auto) (PA)

- 50ft, 15r, -1 penalty to Stealth checks to hide this weapon.
- 5 CP +5 Single Shot attack, 2d6+4 ballistic damage
- 4 CP -1 Potshot attack, 2d6+4 ballistic damage
- 6 CP +4 Double Tap attack, 3d6+4 ballistic damage

FN40GL (Ranged) (40x46mm) (Single)

- 70ft (20ft blast radius), 1r
- 5 CP +4 Single Shot attack, 5d6 slashing damage (Fragmentation)
- 3 CP -2 Single Shot attack, 5d6 slashing damage (Fragmentation)

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort +3 | Ref +1 | Will +4

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +5 (+8)

**Athletics +5 (+8)

Drive +3

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +1

Perception +6

Stealth +1 (+4)

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Variable

†Battle Value increases by 5 if the grenadier is carrying his Glock 40.

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No.1 patterning), Tactical Vest (with Illbate Plains No.1 patterning, 3 Grenade Pouches, a Quad Large Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), Bayonet/Field Knife, FN SCAR-H (with a Bayonet Lug, an FN40GL, a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), FN40GL (mounted to FN SCAR-H), 5 20 round .308 SCAR magazines loaded with 20 rounds of 7.62x51mm FMJ, 2 Fragmentation grenade launcher Grenades, 2 HE grenade launcher Grenades, 2 Smoke grenade launcher Grenades, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Glock 40, 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Machine Gunner (Military) (Character Level 4)

Machine Gunner (Medium Plains Orc)

BV 31† LVL 4 CHP 17 XHP 35 CP 14 (2 to begin moving)

STR	DEX	CON
15	12	14
INT	WIS	CHA
10	12	8

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +4
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d4–1 bludgeoning damage (lethal or non-lethal)
3 CP +6 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
5 CP +6 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
10 CP +6 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)
H&K HK21 (Ranged) (7.62x51mm) (SL/Auto(F))
90ft (110ft with optic) (must spend 2 CP to sight in a target), 100r, +1 bonus to attacks within the first five range increments.
3 CP +5 Single Shot attack, 5d6 ballistic damage
1 CP –1 Potshot attack, 5d6 ballistic damage
5 CP +5 Double Tap attack, 7d6 ballistic damage
5 CP +3 12R Autofire attack, 6d6 ballistic damage
4 CP +3 6R Burst attack, 9d6 ballistic damage
3 CP +1 12R Sprayfire attack, 10d6 ballistic damage
3 CP +3 18R Sweepfire attack, 6d6 ballistic damage, 40ft cone
Glock 40 (Ranged) (10mm Auto) (PA)
50ft, 15r, –1 penalty to Stealth checks to hide this weapon.
5 CP +6 Single Shot attack, 2d6+4 ballistic damage
4 CP +0 Potshot attack, 2d6+4 ballistic damage
6 CP +5 Double Tap attack, 3d6+4 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +5 Throw attack 5d6 slashing damage

Reach 5’
Fighting Space 5’ by 5’
Saves Fort+4 | Ref+2 | Will+4
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
**Acrobatics +5 (+8)
**Athletics +5 (+8)
Drive +3
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +1

Perception +5
Stealth +2 (+5)
Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Autofire Mastery (The Recoil Penalty of autofire attacks becomes CRP–5, of sprayfire and sweepfire becomes CRP–8, of two round burst fire CRP–1, and of all other round burst fire attacks CRP–2.)
Ballistic Specialization (Heavy Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Strafe (When making an autofire attack, the character can choose an area of any four 5’ squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)
General Purpose Machine Gunner (Grants proficiency with GPMGs.)
Organization
Machine gun team (1 machine gunner plus 1d3+1 riflemen as ammunition carriers or assistants)

†Battle Value increases by 6 if the machine gunner is carrying his Glock 40.

Possessions

- **Combat Loadout** Fatigues (with Illbate Plains No.1 patterning), Tactical Vest (with Illbate Plains No.1 patterning and 4 Utility Pouches), Ballistic Combat Helmet (with Illbate Plains No.1 patterning), H&K HK21 (with a 1.5x Advanced Combat Sight [Balanced Reticle], a Bipod, a Patrol Sling, an Optic Mount, and a Synthetic Stock), Fragmentation Grenade, Smoke Grenade, 1 100 round ammo box with a linked ammunition belt loaded with 80 FMJ rounds and 20 Tracer rounds (4:1 ratio/one every five rounds) of 7.62x51mm, 4 100 round linked ammunition belts loaded with 80 FMJ rounds and 20 Tracer rounds (one every five rounds) of 7.62x51mm, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, Glock 40, 2 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

National Police Officer (Law Enforcement) (Character Level 3)

National Police Officer (Medium Plains Orc)

BV 16 LVL 3 CHP 15 XHP 22 CP 14 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	12	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-footed 12
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
3 CP +4 Standard attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
5 CP +4 Heavy attack, 2d4+1 bludgeoning damage (lethal or non-lethal)
10 CP +4 Full attack, 3d4+5 bludgeoning damage (lethal or non-lethal)
Medium Club (Melee)
2 CP +4 Light attack, 1d8+2 bludgeoning damage
3 CP +4 Standard attack, 1d8+1 bludgeoning damage
5 CP +4 Heavy attack, 2d8+1 bludgeoning damage
10 CP +4 Full attack, 3d8+5 bludgeoning damage
Glock 40 (Ranged) (10mm Auto) (PA)
50ft, 15r, -1 penalty to Stealth checks to hide this weapon.
4 CP +6 Single Shot attack, 2d6+4 ballistic damage
3 CP +0 Potshot attack, 2d6+4 ballistic damage
5 CP +4 Double Tap attack, 3d6+4 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +4 | Ref +2 | Will +3
Armor
Concealable Vest (11/Ballistic, 2/Slashing; AP 35)

Skills
Acrobatics +5 (+6)
Athletics +5 (+6)
Drive +4
*Knowledge (Civics) +5
Linguistics (Trade Bant Simp.) +1
*Perception +6
Presence +3 (+2 bonus with uniform)

Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Simple Weapon Specialist (Medium Club) (-1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Perception)
Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)
Organization
Solitary or pair

Possessions

Illbate National Police Uniform, Illbate National Police Badge, Utility Belt, Concealable Vest, Medium Club (with Retractable upgrade), Glock 40, 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Standard Smartphone, Professional Radio, Standard Flashlight, Steel Handcuffs, 10 Zip-tie Handcuffs, Full Size Car (with a Police Kit)

National Police SRU Officer (Law Enforcement) (Character Level 5)

SRU Officer (Medium Plains Orc)

BV 43 LVL 5 CHP 16 XHP 35 CP 14 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	10

- *Knowledge (Civics) +6
- Linguistics (Trade Bant Simp.) +1
- *Perception +6
- Presence +4 (+2 bonus with police uniform)

Feats

Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Simple Weapon Specialist (Medium Club) (-1 to CP cost when attacking with the chosen simple weapon.)

Skill Focus (Perception)

Handgun Reloader (Reloading any handgun or machine pistol with magazines or speedloaders costs 2 CP. Reloading any handgun from loose rounds or refilling magazines or speedloaders costs 1 CP per round loaded.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Element (2, assortment of S.W.A.T. or Tactical Officers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be Blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being Deafened for 1d6 rounds.

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +5

Grapple +7

Attack(s)

Unarmed Strike (Melee)

- 2 CP +7 Light attack, 1d4+1 bludgeoning damage (lethal or non-lethal)
- 3 CP +7 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
- 5 CP +7 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
- 10 CP +7 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)

Medium Club (Melee)

- 2 CP +7 Light attack, 1d3+1 bludgeoning damage
- 3 CP +7 Standard attack, 1d3+2 bludgeoning damage
- 5 CP +7 Heavy attack, 2d8+2 bludgeoning damage
- 10 CP +7 Full attack, 3d8+6 bludgeoning damage

H&K MP5/10A4 (Ranged) (10mm Auto) (SL/3RB/Auto(M)) (+1 Mastercraft)

- 55ft, 30r
- 4 CP +8 Single Shot attack, 2d6+4 ballistic damage
- 2 CP +2 Potshot attack, 2d6+4 ballistic damage
- 5 CP +8 Double Tap attack, 3d6+4 ballistic damage
- 5 CP +8 10R Autofire attack, 2d6+4 ballistic damage
- 4 CP +8 3R Burst attack, 4d6+4 ballistic damage
- 4 CP +8 5R Burst attack, 4d6+4 ballistic damage
- 3 CP +6 10R Sprayfire attack, 7d6+4 ballistic damage
- 3 CP +6 15R Sweepfire attack, 2d6+4 ballistic damage, 25ft cone

Glock 40 (Ranged) (10mm Auto) (PA)

- 50ft, 15r, -1 penalty to Stealth checks to hide this weapon.
- 4 CP +8 Single Shot attack, 2d6+4 ballistic damage
- 3 CP +2 Potshot attack, 2d6+4 ballistic damage
- 5 CP +7 Double Tap attack, 3d6+4 ballistic damage

†Stun Grenade (Ranged)

- 10ft (25ft blast radius)
- 5 CP +6 Throw attack, special damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +5 | Ref +3 | Will +4

Armor

- Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
- Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

- Acrobatics +6 (+9)
- Athletics +6 (+9)
- Drive +4

Possessions

Illbate National Police SRU Uniform, Illbate National Police Badge, Utility Belt, Tactical Vest (with a Grenade Pouch, Sextuple Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet, Medium Club (with Retractable upgrade), H&K MP5/10A4 (with an Extra Rail, a Fixed Stock, and a Tactical Flashlight), Glock 40 (with an Extra Rail and a Tactical Flashlight), 2 Stun Grenades, 3 30 round MP5/10 magazines loaded with 30 rounds of 10mm Auto FMJ, 3 30 round MP5/10 magazines loaded with 30 rounds of 10mm Auto JHP (2d6+6/2d6+2 ballistic damage against unarmored/Ba. armored), 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Professional Radio, Standard Flashlight, Multipurpose Tool, Steel Handcuffs, 10 Zip-tie Handcuffs

The Independent Forest Principality of Morshamin

Militiaman, Recruit (Rural) (Character Level 1)

Recruit (Medium Forest Elf)

BV 9 LVL 1 CHP 10 XHP 7 CP 17

STR	DEX	CON
10	14	11
INT	WIS	CHA
10	12	8

Initiative +2

Defense 12 (+2 DEX)

Touch 12 | Flat-footed 10

BAB +1

Grapple +1

Attack(s)

Survival Knife (Melee)

2 CP +1 Light attack, 1d4–3/14-18 slashing damage

3 CP +1 Standard attack, 1d4/14-18 slashing damage

5 CP +1 Heavy attack, 2d4/14-18 slashing damage

10 CP +1 Full attack, 3d4+4/14-18 slashing damage

Cutlass (Melee)

3 CP +1 Light attack, 3d3–2/13-18 slashing damage

4 CP +1 Standard attack, 3d3+1/13-18 slashing damage

6 CP +1 Heavy attack, 4d3+1/13-18 slashing damage

11 CP +1 Full attack, 5d3+5/13-18 slashing damage

Medium Compound Bow (Ranged)

60ft, 1r

5 CP +3 Light Pull attack, 1d4+2 piercing damage (Range increment reduced by 5ft)

6 CP +3 Medium Pull attack, 2d4+2 piercing damage

7 CP +3 Heavy Pull attack, 3d4+2 piercing damage (Range increment increased by 10ft)

Reach 5'

Fighting Space 5' by 5'

Special Qualities Low-Light Vision

Saves Fort +1 | Ref +4 | Will +1

Armor

None

Skills

**Acrobatics +6

**Athletics +4

Knowledge (Tactics) +1

Linguistics (Trade Bant Simp.) +Free

Perception +8

Ride +3

Stealth +10

Feats

Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)

Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)

Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon. Character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with a sabre, cutlass, rapier, or parrying dagger and the Critical Threat range for any of these weapons is 13-18.)

Skill Focus (Perception)

Skill Focus (Stealth)

Organization

Solitary, pair, scouting party (1d2+2), or patrol (1d4+3 militiamen recruits plus 1 trained militiaman)

Possessions

Casual Clothing (Mild Weather), 2 Small Waist Packs, Survival Knife, Cutlass, Medium Compound Bow, Concealed Sheath, Tactical Sheath, Quiver, 20 Fieldpoint Arrows, Compass, Clip-on Flashlight, Lighter, Canteen (Great Quality Water), 2 Foodpods

Militiaman, Trained (Rural) (Character Level 2)

Trained Militiaman (Medium Forest Elf)

BV 18 LVL 2 CHP 11 XHP 15 CP 17

STR	DEX	CON
12	14	12
INT	WIS	CHA
10	12	8

Initiative +2
Defense 12 (+2 DEX)
Touch 12 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Survival Knife (Melee)
2 CP +3 Light attack, 1d4-2/14-18 slashing damage
3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +3 Full attack, 3d4+5/14-18 slashing damage
Cutlass (Melee)
3 CP +3 Light attack, 3d3-2/13-18 slashing damage
4 CP +3 Standard attack, 3d3+1/13-18 slashing damage
6 CP +3 Heavy attack, 4d3+1/13-18 slashing damage
11 CP +3 Full attack, 5d3+5/13-18 slashing damage
Medium Crossbow (Ranged)
35ft, 1r
3 CP +4 Single Shot attack, 7d3/15-18 piercing damage

Reach 5'
Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +2 | Ref +5 | Will +2
Armor

Archer's Vest (8/Piercing, 4/Slashing, 2/Bludgeoning; AP 30)
Skills
**Acrobatics +8 (+9)
**Athletics +7 (+8)
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +Free
Perception +8
Ride +3
Stealth +10 (+11)

Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Archaic Weapons Proficiency (Fencing Swords) (Grants proficiency with the chosen class of weaponry.)
Fencing Martial Arts (When wielding a sabre, cutlass, rapier, parrying dagger, sai, or jitte, the character gains a +2 bonus against all Disarm attempts to be disarmed and gains a +1 bonus against all Sunder attempts against their weapon. Character also gains a +2 attack bonus to all called shot attacks against arms and legs made when attacking with a sabre, cutlass, rapier, or parrying dagger and the Critical Threat range for any of these weapons is 13-18.)
Skill Focus (Perception)
Skill Focus (Stealth)
Archery Specialist (-2 to CP cost when attacking with a bow, crossbow, or speargun.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Organization
Solitary, pair, scouting party (1d2+2), or patrol (1d4+3 militiamen recruits plus 1 trained militiaman)

Possessions

Fatigues (with old Windere forest patterning), 2 Small Waist Packs, Survival Knife, Cutlass, Medium Crossbow (with a Mounted Quiver, and a Tactical Sling), Concealed Sheath, Tactical Sheath, 5 Bodkin Bolts, 20 Fieldpoint Bolts, Compass, Clip-on Flashlight, Lighter, Canteen (Great Quality Water), 2 Foodpods

Royal Protection Forces of Windere

Border Wall Guardsman (Military) (Character Level 3)

Wall Guardsman (Medium High Elf)

BV 27 LVL 3 CHP 11 XHP 22 ML 114† CP 17 (2 to begin moving)

STR	DEX	CON
12	14	12
INT	WIS	CHA
10	12	9

Initiative +2

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +3

Grapple +4

Attack(s)

Pocket Knife (Melee)

2 CP +4 Light attack, 1d4-2/15-18 piercing damage

3 CP +4 Standard attack, 1d4+1/15-18 piercing damage

5 CP +4 Heavy attack, 2d4+1/15-18 piercing damage

10 CP +4 Full attack, 3d4+3/15-18 piercing damage

Barrett M98B (Ranged) (.338 Lapua Magnum) (Bolt) (+1 Mastercraft)

135ft (205ft with feat) (170-235ft with optic) (up to 170-355ft with feat and optic) (must spend 6 CP to sight in a target), 10r, not affected by Error Range due to ammunition.

7 CP +8 Single Shot attack, 7d8 ballistic damage

3 CP +2 Potshot attack, 7d8 ballistic damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Low-Light Vision (touch), 5 minutes (50 rounds), 5 uses, 2SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort+2 | Ref+3 | Will+4

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Skills

*Acrobatics +5 (+8)

*Athletics +5 (+8)

Knowledge (Civics) +3

Knowledge (Tactics) +3

Linguistics (Sidhe) +Free

Linguistics (GM's choice) +1

Perception +9

Spellschool (Divination) +4

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)

Runic Stylist (Divination) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Perception)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Distance Rifle Specialist (-1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a -4 penalty for their attack roll within the first range increment.)

Far Shot (Range increment increased by 50% for all firearms, paintball markers, bows, or crossbows.)

Dead Aim (Before making a ranged attack, the character may spend 7 CP to line up the shot. This grants the character a +2 circumstance bonus on their next attack. The attack must be a single shot attack. Any other attack besides a single shot does not gain the bonuses for this attack, and the character loses the benefit of aiming. If the character takes damage or is effected by a status effect before attacking, the character loses the benefit of aiming. All movement costs are doubled if the character uses the benefits of this feat, until either forgoing the bonus to attack, or performing any attack. The effect does not stack between rounds.)

Controlled Shot (Once per round, when making a single shot attack with a bolt action or sniper rifle, the character gains a +8 bonus to the attack. This attack must be the only attack the character makes in the round. This feat can also be used with the bonuses from the Dead Aim and Marksman Shot feats.)

Organization

Varies

†2 Mental Limit used.

Possessions

Fatigues (with wall guard patterning and livery), 2 Small Waist Packs, Light Duty Vest (with Windere patterning, a Canteen Pouch, a Cased Ammunition Pouch, a Dual Large Magazine Pouch, and a Utility Pouch), Pocket Knife (with Retractable upgrade), Barrett M98B (with a Bipod, a Fixed Stock, a Patrol Sling, an Adjustable 1.5x-8x Telescopic Sight, and a Threaded Barrel), 3 10 round M98 magazines loaded with 10 rounds of .338 Lapua Magnum FMJ, 10 loose rounds of .338 Lapua Magnum FMJ, 2 Loose Leaf pages of Parchment Paper (1 used, 1 blank), Professional Radio w/headset (output to headset), 2 Flares, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod

Border Wall Spotter (Military) (Character Level 2)

Wall Spotter (Medium High Elf)

BV 30 LVL 3 CHP 9 XHP 19 ML 117+ CP 17 (2 to begin moving)

STR	DEX	CON
10	13	10
INT	WIS	CHA
12	13	9

Initiative +1
Defense 14 (+3 Armor, +1 DEX)
Touch 11 | Flat-footed 13
BAB +3
Grapple +4

Attack(s)

Pocket Knife (Melee)
2 CP +3 Light attack, 1d4-3/15-18 piercing damage
3 CP +3 Standard attack, 1d4/15-18 piercing damage
5 CP +3 Heavy attack, 2d4/15-18 piercing damage
10 CP +3 Full attack, 3d4+2/15-18 piercing damage
Steyr TMP (Ranged) (9x19mm) (SL/Auto(F))
40ft, 30r
5 CP +5 Single Shot attack, 2d6 ballistic damage
3 CP -1 Potshot attack, 2d6 ballistic damage
5 CP -1 Double Tap attack, 3d6 ballistic damage
5 CP -3 12R Autofire attack, 3d6 ballistic damage
2 CP -4 6R Burst attack, 5d6 ballistic damage
2 CP -7 12R Sprayfire attack, 7d6 ballistic damage
2 CP -7 18R Sweepfire attack, 3d6 ballistic damage, 20ft cone
Wood Stylus (Ranged)
40ft
4 CP +4 attack, 3d3 damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Low-Light Vision (touch), 5 minutes (50 rounds), 5 uses, 2SP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort+1 | Ref+3 | Will+3
Armor
Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Skills
*Acrobatics +5 (+8)
*Athletics +5 (+8)
Knowledge (Civics) +3
Knowledge (Tactics) +3
Linguistics (Sidhe) +Free
Linguistics (GM's choice) +1
Perception +12
Spellschool (Divination) +6

Feats
Practiced Stylist (-2 to CP cost when attacking with a stylus.)
Runic Stylist (Divination) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Machine Pistoleer (Once per turn, the character can perform a burst fire, sprayfire or sweepfire attack with a handgun or a machine pistol with full auto or burst fire firing modes for half their normal CP cost, rounded up.)
Diviner (-1 to SP cost when scribing spells of the Divination spellschool.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization
Varies
‡2 Mental Limit used.

Possessions

Fatigues (with wall guard patterning and livery), Backpack, Small Waist Pack, Light Duty Vest (with Windere patterning, a Canteen Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Pocket Knife (with Retractable upgrade), Steyr TMP (with an Integral Stock and a permanent Vertical Foregrip), Wood Stylus, Ballpoint Cartridge Pen, Belt Holster, 2 Loose Leaf pages of Parchment Paper (1 used, 1 blank), 5 30 round SPP magazines loaded with 30 rounds of 9x19mm FMJ, Professional Radio w/headset (output to headset), 2 Flares, Clip-on Flashlight, Rangefinding Binoculars, Spotting Scope, Canteen (Exquisite Quality Water), Foodpod

Internal Security, Investigator (Investigative) (Character Level 3)

Investigator (Medium High Elf)

BV 24 LVL 3 CHP 10 XHP 16 ML 114† CP 17 (1 to begin moving)

STR	DEX	CON
10	14	11
INT	WIS	CHA
12	12	10

Initiative +2

Defense 14 (+2 Armor, +2 DEX, +2 Misc [against Melee attacks])
Touch 12 | Flat-footed 12

BAB +3

Grapple +3

Attack(s)

Pocket Knife (Melee)

2 CP +3 Light attack, 1d4-3/15-18 piercing damage
3 CP +3 Standard attack, 1d4/15-18 piercing damage
5 CP +3 Heavy attack, 2d4/15-18 piercing damage
10 CP +3 Full attack, 3d4+4/15-18 piercing damage

H&K USP 9 Compact (Ranged) (9x19mm) (DA/SA)

30ft, 13r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +1 bonus to Stealth checks to hide this weapon.

4 CP +6 Single Shot attack, 2d6 ballistic damage
3 CP +0 Potshot attack, 2d6 ballistic damage
5 CP -3 Double Tap attack, 3d6 ballistic damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Low-Light Vision (touch), 5 minutes (50 rounds), 6 uses, 2SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +1 | Ref +4 | Will +3

Armor

Corrections Vest (6/Piercing, Slashing; AP 90)

Skills

**Acrobatics +7 (+9)

Athletics +5 (+7)

Knowledge (Civics) +7

Knowledge (Streetwise) +8

Linguistics (Karkarash Proper) +1

Linguistics (Sidhe) +Free

Linguistics (Trade Bant Simp.) +1

**Perception +10

Presence +5

Spellschool (Divination) +4

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)

Runic Stylist (Divination) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Perception)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)

Tactical Draw (H&K USP 9 Compact) (Character can draw chosen model of weapon from a holster or sheath for 1 CP, from Waistband carry for 3 CP, and holster it for 1 CP.)

Evasive Martial Arts (The character gains a +2 Dodge bonus to DEX against melee attacks.)

Organization

Solitary or team (1d2+2)

†6 Mental Limit used.

Possessions

Casual Clothes or Business Clothes (per the GM's decision), Windere ISF Badge, Corrections Vest, Pocket Knife (with Retractable upgrade), H&K USP 9 Compact (with a High Quality Level 2 Suppressor and a Threaded Barrel), Shoulder Holster, 3 13 round P30 9mm magazines loaded with 13 rounds 9x19mm FMJ, Ballpoint Cartridge Pen, Weatherproof Paper Book (3 of 50 pages with spells written), High-end Smartphone, Compact Car (with a Dark Gray Paintjob)

Internal Security, Special Response Officer (Military) (Character Level 5)

Special Response Officer (Medium High Elf)

BV 52 LVL 5 CHP 11 XHP 33 ML 150+ CP 17 (2 to begin moving)

STR	DEX	CON
12	14	12
INT	WIS	CHA
12	12	10

Initiative +2
Defense 14 (+2 Armor, +2 DEX, +2 Misc [against Melee attacks])
Touch 12 | Flat-footed 12
BAB +5
Grapple +6

Attack(s)

Unarmed Strike (Melee)
2 CP +7 Light attack, 1d6-2 bludgeoning damage (non-lethal)
3 CP +7 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +7 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +7 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Pocket Knife (Melee)
2 CP +6 Light attack, 1d4-2/15-18 piercing damage
3 CP +6 Standard attack, 1d4+1/15-18 piercing damage
5 CP +6 Heavy attack, 2d4+1/15-18 piercing damage
10 CP +6 Full attack, 3d4+5/15-18 piercing damage
H&K MP5K-PDW (Ranged) (9x19mm) (SL/3RB/Auto(F)) (+1 Mastercraft)
40ft, 30r
6 CP +8 Single Shot attack, 2d6 ballistic damage
2 CP +2 Potshot attack, 2d6 ballistic damage
5 CP +5 Double Tap attack, 3d6 ballistic damage
5 CP +3 12R Autofire attack, 3d6 ballistic damage
4 CP +6 3R Burst attack, 4d6+4 ballistic damage
4 CP +4 6R Burst attack, 5d6 ballistic damage
3 CP -1 12R Sprayfire attack, 7d6 ballistic damage
3 CP -1 18R Sweepfire attack, 3d6 ballistic damage, 20ft cone
H&K USP 9 Compact (Ranged) (9x19mm) (DA/SA)
30ft, 13r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot, +1 bonus to Stealth checks to hide this weapon.
4 CP +8 Single Shot attack, 2d6 ballistic damage
3 CP +2 Potshot attack, 2d6 ballistic damage
5 CP +1 Double Tap attack, 3d6 ballistic damage
††Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +6 Throw attack, special damage

Scroll(s)

7 Combat Points to release any Spell or Scroll.

(Low-Light Vision (touch), 5 minutes (50 rounds), 5 uses, 2SP)
(Ballistic Resistance (touch), AP12, DR 6/Ballistic, 12 hours, 5 uses, 16SP)

Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+7 | Will+4
Armor
Concealable Fight Vest (4/Ballistic, Piercing, Slashing; AP 45)
Riot Helmet (8/Bludgeoning; AP 20)
Skills
**Acrobatics +9 (+11)
Athletics +7 (+9)

Knowledge (Civics) +7
Knowledge (Streetwise) +8
Knowledge (Tactics) +4
Linguistics (Karkarash Proper) +1
Linguistics (Sidhe) +Free
Linguistics (Trade Bant Simp.) +1
**Perception +10
Spellschool (Abjuration) +2
Spellschool (Divination) +2
§Stealth +7 (+9)

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)
Runic Stylist (Divination) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Skill Focus (Perception)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)
Tactical Draw (H&K USP 9 Compact) (Character can draw chosen model of weapon from a holster or sheath for 1 CP, from Waistband carry for 3 CP, and holster it for 1 CP.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Evasive Martial Arts (The character gains a +2 Dodge bonus to DEX against melee attacks.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Organization

Team (2d2+2) or unit (2 Teams)

+5 Mental Limit used.

††Targets caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d6 rounds.

Possessions

Windere ISF Uniform, Windere ISF Badge, a balaclava, 2 Small Waist Packs, LBE Gear SMG Rig, Concealable Fight Vest, Riot Helmet, Pocket Knife (with Retractable upgrade), H&K MP5K-PDW (with a Folding Stock, a High Quality Level 2 Suppressor, a Tactical Sling, a Threaded Barrel, and permanent Vertical Foregrip), H&K USP 9 Compact (with a High Quality Level 2 Suppressor and a Threaded Barrel), 2 Stun Grenades, Tactical Holster/Caddy, 2 Scroll-Formatted Loose Leaf pages of Parchment Paper (2 used), 4 30 round MP5 magazines loaded with 30 rounds of 9x19mm FMJ (with Double Magazine-clip), 3 13 round P30 9mm magazines loaded with 13 rounds 9x19mm FMJ, Professional Radio w/headset (output to headset), Clip-on Flashlight

Royal Guard (Military) (Character Level 6)

Royal Guard (Medium High Elf)

BV 54 LVL 6 CHP 11 XHP 40 ML 180† CP 17

STR	DEX	CON
13	16	12
INT	WIS	CHA
12	14	10

Initiative +3

Defense 14 (+1 Armor, +3 DEX, +2 Misc [against Melee attacks])

Touch 13 | Flat-footed 11

BAB +6

Grapple +7

Attack(s)

Unarmed Strike (Melee)

- 2 CP +8 Light attack, 1d6–2 bludgeoning damage (non-lethal)
- 3 CP +8 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
- 5 CP +8 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
- 10 CP +8 Full attack, 3d6+5 bludgeoning damage (non-lethal)

FN P90 (Ranged) (5.7x28mm) (SL/Auto(F))

60ft, 50r

4 CP +10 Single Shot attack, 2d4–1 ballistic damage + 2d4 ba. piercing damage (AP)

2 CP +4 Potshot attack, 2d4–1 ballistic damage + 2d4 ba. piercing damage (AP)

4 CP +5 Double Tap attack, 2d4–1 ballistic damage + 4d4 ba. piercing damage (AP)

5 CP +3 12R Autofire attack, 2d4–1 ballistic damage + 3d4 ba. piercing damage (AP)

4 CP +4 6R Burst attack, 2d4–1 ballistic damage + 6d4 ba. piercing damage (AP)

3 CP –1 12R Sprayfire attack, 2d4–1 ballistic damage + 7d4 ba. piercing damage (AP)

3 CP –1 18R Sweepfire attack, 2d4–1 ballistic damage + 3d4 ba. piercing damage (AP), 30ft cone

FN Five-seveN (Ranged) (5.7x28mm) (PA)

30ft, 20r

4 CP +11 Single Shot attack, 2d4–1 ballistic damage + 2d4 ba. piercing damage (AP)

3 CP +5 Potshot attack, 2d4–1 ballistic damage + 2d4 ba. piercing damage (AP)

5 CP +3 Double Tap attack, 2d4–1 ballistic damage + 4d4 ba. piercing damage (AP)

Wood Stylus (Ranged)

40ft

4 CP +7 attack, 5d3 damage

Scroll(s)

7 Combat Points to release any Spell or Scroll.

(*Ballistic Resistance* (touch), AP12, DR 6/Ballistic, 12 hours, 5 uses, 16SP)

(*Fire Resistance* (touch), AP10, DR 5/Fire, 12 hours, 5 uses, 14SP)

(*Low-Light Vision* (touch), 5 minutes (50 rounds), 5 uses, 2SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +7 | Will +5

Armor

Undercover Vest (10/Ballistic; AP 30)

Skills

*Acrobatics +10 (+11)

*Athletics +8 (+9)

Drive +9

Knowledge (Civics) +6

Knowledge (Tactics) +6

Linguistics (Karkarash Gutter) +1

Linguistics (Karkarash Proper) +1

Linguistics (Sidhe) +Free

Linguistics (Trade Bant Simp.) +1

Perception +12

Presence +6

Spellschool (Abjuration) +5

Spellschool (Divination) +5

§Stealth +4 (+5)

Feats

Practiced Stylist (–2 to CP cost when attacking with a stylus.)

Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Perception)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)

Tactical Draw (FN Five-seveN) (Character can draw chosen model of weapon from a holster or sheath for 1 CP, from Waistband carry for 3 CP, and holster it for 1 CP)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Evasive Martial Arts (The character gains a +2 Dodge bonus to DEX against melee attacks.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)

Organization

Team (2d2 Royal Guards plus 1d2 Royal Guard mages) or unit (2 Teams)

+9 Mental Limit used.

Possessions

High Quality Formal Clothes, Sunglasses, Windere Royal Guard Badge, Undercover Vest, FN P90 (with a permanent Fixed Stock, a High Quality Level 3 Suppressor, and a Threaded Barrel), FN Five-seveN (with a High Quality Level 3 Suppressor and a Threaded Barrel), Wood Stylus, Concealed Carry Holster, Shoulder Holster, 3 Scroll-Formatted Loose Leaf pages of Vellum Paper (3 used), 2 50 round P90 magazines loaded with 50 rounds of

5.7x28mm AP, 3 20 round Five-seveN magazines loaded with 20 rounds 5.7x28mm AP, Bluetooth Headset, Professional Radio (output to Bluetooth Headset)

Royal Guard Mage (Combat Spell Practitioner) (Character Level 6)

Royal Guard (Medium High Elf)

BV38 LVL6 CHP9 XHP30 ML195† CP17

STR	DEX	CON
10	12	10
INT	WIS	CHA
14	14	10

Initiative +1

Defense 13 (+1 Armor, +1 DEX, +2 Misc [against Melee attacks])
Touch 11 | Flat-footed 11

BAB +6

Grapple +6

Attack(s)

Bonewood Stylus (Ranged)

40ft

4 CP +8 attack, 7d3 damage

FN Five-seveN (Ranged) (5.7x28mm) (PA)

30ft, 20r

4 CP +9 Single Shot attack, 2d4-1 ballistic damage + 2d4 ba. piercing damage (AP)

3 CP +3 Potshot attack, 2d4-1 ballistic damage + 2d4 ba. piercing damage (AP)

5 CP -2 Double Tap attack, 2d4-1 ballistic damage + 4d4 ba. piercing damage (AP)

Spell(s)

7 Combat Points to release any Spell or Scroll.

(*Frost Ball* 20ft (+7 ranged touch attack), 4d6 Cold, 24 uses, 16SP)

(*Gale Bolt* 30ft (+7 ranged touch attack), 3d4 Concussion, 16 uses, 12SP)

(*Low-Light Vision* (touch), 5 minutes (50 rounds), 8 uses, 2SP)

Scroll(s)

(*Life Insurance* (touch), AP4, DR/1 Fire, 12 hours, halves Necromancy CHP damage for 4 hours, 3 uses, 7SP)

(*Substitute Vest* (touch), AP10, DR 10/Ballistic, 24 hours, 3 uses, 20P)

(*Third Eye* (touch), Low-Light Vision and True Vision effects, 25 minutes (250 rounds), 3 uses, 20SP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +3 | Ref +4 | Will +5

Armor

Undercover Vest (10/Ballistic; AP 30)

Skills

Acrobatics +10 (+11)

*Athletics +9 (+10)

Drive +3

Knowledge (Tactics) +6

Linguistics (Karkarash Proper) +1

Linguistics (Sidhe) +Free

Linguistics (Trade Bant Simp.) +1

Perception +12

Presence +6

Spellschool (Abjuration) +16

Spellschool (Divination) +12

*Spellschool (Evocation) +20

§Stealth +1 (+2)

Feats

Practiced Stylist (-2 to CP cost when attacking with a stylus.)

Runic Stylist (Evocation) (Character can cast a spell using the noted spellschool without scribing it first, that costs up to ½ of the total selected spellschool modifier, rounded down. This spell must be cast from the caster's stylus by drawing runes in the air, caster must have the stylus in hand to cast the spell. The spell can not use any benefits from any inks or papers, and the caster must have the Mental Limit to cast the spell as if it was written down. Stylus spells are considered released spells, and the CP cost is the same as releasing a written spell.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Perception)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Combat Caster (When casting a spell or scroll adjacent to an enemy, Attacks of Opportunity are not provoked.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)

Tactical Draw (FN Five-seveN) (Character can draw chosen model of weapon from a holster or sheath for 1 CP, from Waistband carry for 3 CP, and holster it for 1 CP.)

Zen Mind (Character gains +15 to total Mental Limit.)

Skill Focus (Spellschool (Abjuration))

Skill Focus (Spellschool (Evocation))

Repeat Spell (see pg. 63 of Modern Magika)

Magical Apprentice (Abjuration) (-1 to SP cost when scribing spells of the chosen spellschool.)

Magical Journeyman (Abjuration) (-3 to SP cost when scribing spells of the chosen spellschool.)

Organization

Team (2d2 Royal Guards plus 1d2 Royal Guard mages) or unit (2 Teams)

†86 Mental Limit used.

Possessions

High Quality Formal Clothes, Sunglasses, Windere Royal Guard Badge, Undercover Vest, FN Five-seveN (with a High Quality Level 3 Suppressor and a Threaded Barrel), Bonewood Stylus, Shoulder Holster, 3 Scroll-Formatted Loose Leaf pages of Cotton Paper (3 used), Vellum Book (7 of 25 pages with spells written), 3 20 round Five-seveN magazines loaded with 20 rounds 5.7x28mm AP, Bluetooth Headset, Professional Radio (output to Bluetooth Headset), Lighter

Kandari Preservation Forces

Kandari Nomad Fleets and Orbital Colony Defense Forces

Defender (Military) (Character Level 3)

Defender (Medium Kandari)

BV 34 LVL 3 CHP 13 XHP 22 CP 15 (1 to begin moving)

STR	DEX	CON
13	13	12
INT	WIS	CHA
12	10	8

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-footed 12
BAB +3
Grapple +4

Attack(s)

Light Club (Melee)
2 CP +4 Light attack, 1d6-2 bludgeoning damage plus 1d6 electricity damage
3 CP +4 Standard attack, 1d6+1 bludgeoning damage plus 1d6 electricity damage
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage plus 1d6 electricity damage
10 CP +4 Full attack, 3d6+5 bludgeoning damage plus 1d6 electricity damage
Type 36 BC-Mkl (Ranged) (90kW) (Single/Pulse/Focus)
60ft (75ft with optic) (must spend 2 CP to sight in a target), 45h, +1 bonus to attacks within the first five range increments.
6 CP +5 Single Shot attack, 4d8 plasma damage
2 CP -1 Potshot attack, 4d8 plasma damage
3 CP +2 5H Pulseshot attack, 6d8+9 plasma damage
3 CP (+5 CP per subsequent burn) +2 9H Focusshot attack, 4d8 plasma damage (roll damage for each individual burn)
Type 14 LP (Ranged) (40 kW) (Single/Focus)
40ft, 14h
5 CP +5 Single Shot attack, 2d8+1 plasma damage
3 CP -1 Potshot attack, 2d8+1 plasma damage
3 CP (+5 CP per subsequent burn) +2 9H Focusshot attack, 2d8+1 plasma damage (roll damage for each individual burn)
Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +3 | Will +3
Armor
Light Powered Plasma Vest (8/Electric, Plasma, 4/Bludgeoning; AP 32†)
Skills
**Acrobatics +6 (+8)
**Athletics +6 (+8)

Craft (Electronics) +5
Drive +4
Knowledge (Tactics) +3
Knowledge (Technology) +6
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Perception +6
Feats
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulseshot, and focusshot attacks without penalty.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focusshot attacks at a -3 penalty.)
Organization
Fire Team (4 defenders plus 1 warden) or squad (1d3+7 defenders plus 2 wardens)

†Armor soaks up to 40 (55 with Extended Armor Coolant Pack) points of electric or plasma damage before it requires a new coolant pack and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

UV protective uniform, UV protective goggles, Light Powered Plasma Vest (with 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Light Club (with Electrified upgrade), Type 36 BC-Mkl (with a 2x Advanced Combat Sight [Balanced Reticle], an Ammo Readout, a Focus Emitter, a Pulse Emitter, and a Tactical Sling), Type 14 LP (with a Focus Emitter), Foam Grenade, Shield Grenade, 2 Extended Armor Coolant Packs, High Efficiency Coolant Pack, 5 Standard Coolant Packs, Tactical Holster, Tactical Sheath, Bluetooth Headset, Professional Radio (output to Bluetooth Headset), Clip-on Flashlight

Warden (Combat Psion) (Character Level 4)

Warden (Medium Kandari)

BV 43 LVL 4 CHP 14 XHP 28 ML 150† CP 15 (2 to begin moving)

STR	DEX	CON
13	14	13
INT	WIS	CHA
13	14	10

Initiative +2

Defense 15 (+3 Armor, +2 DEX)

Touch 12 | Flat-footed 13

BAB +4

Grapple +5

Attack(s)

Light Club (Melee)

2 CP +5 Light attack, 1d6–2 bludgeoning damage plus 1d6 electricity damage

3 CP +5 Standard attack, 1d6+1 bludgeoning damage plus 1d6 electricity damage

5 CP +5 Heavy attack, 2d6+1 bludgeoning damage plus 1d6 electricity damage

10 CP +5 Full attack, 3d6+5 bludgeoning damage plus 1d6 electricity damage

Type 36 BC-Mkl (Ranged) (90kW) (Single/Pulse/Focus)

60ft (75ft with optic) (must spend 2 CP to sight in a target), 45h, +1 bonus to attacks within the first five range increments.

6 CP +7 Single Shot attack, 4d8 plasma damage

2 CP +6 Potshot attack, 4d8 plasma damage

3 CP +4 5H Pulseshot attack, 6d8+9 plasma damage

3 CP (+5 CP per subsequent burn) +4 9H Focusshot attack, 4d8 plasma damage (roll damage for each individual burn)

Type 14 LP (Ranged) (40 kW) (Single/Focus)

40ft, 14h

5 CP +7 Single Shot attack, 2d8+1 plasma damage

3 CP +1 Potshot attack, 2d8+1 plasma damage

3 CP (+5 CP per subsequent burn) +4 9H Focusshot attack, 2d8+1 plasma damage (roll damage for each individual burn)

Psionic Power(s)

4 Combat Points to activate any Psionic Power.

(*Kinetic Rush*, 20ft max acquisition range, move target up to 10ft [TN20 Fort], 11PP)

(*Telekinetic Guidance*, 30ft max acquisition and throwing range, throw objects up to 15 lbs, 5PP)

Reach 5'

Fighting Space 5' by 5'

Saves Fort+3 | Ref+4 | Will+4

Armor

Charged Tactical Vest (12/Electric, Plasma, 6/Ballistic; AP 60††)

Skills

Acrobatics +5 (+8)

Athletics +5 (+8)

Craft (Electronics) +5

Drive +2

Knowledge (Tactics) +4

Knowledge (Technology) +6

Linguistics (GM's choice) +Free

Linguistics (GM's choice) +Free

Linguistics (GM's choice) +Free

Linguistics (GM's choice) +Free

Perception +7

**Psionics (Telekinesis) +14

Feats

Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Psionic Squire (Telekinesis) (–1 to PP cost when using psionic powers in the chosen category.)

Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulsedshot, and focusshot attacks without penalty.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulsedshot, and focusshot attacks at a –3 penalty.)

Psionic Knight (Telekinesis) (–3 to PP cost when using psionic powers in the chosen category.)

Organization

Fire Team (4 defenders plus 1 warden) or squad (1d3+7 defenders plus 2 wardens)

†33 Mental Limit used for initial psionic power use.

††Armor soaks up to 30 (45 with Extended Armor Coolant Pack) points of electric or plasma damage before it requires a new coolant pack and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

Possessions

UV protective uniform, UV protective goggles, Charged Tactical Vest (with 2 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Light Club (with Electrified upgrade), Type 36 BC-Mkl (with a 2x Advanced Combat Sight [Balanced Reticle], an Ammo Readout, a Focus Emitter, a Pulse Emitter, and a Tactical Sling), Type 14 LP (with a Focus Emitter), Foam Grenade, Shield Grenade, 2 Extended Armor Coolant Packs, 2 High Efficiency Coolant Packs, 4 Standard Coolant Packs, Tactical Holster, Tactical Sheath, Bluetooth Headset, Professional Radio (output to Bluetooth Headset), Clip-on Flashlight

Preserver (Military) (Character Level 5)

Preserver (Medium Kandari)

BV 37 LVL 5 CHP 14 XHP 34 CP 15 (6 to begin moving)

STR	DEX	CON
13 (26)	12	13
INT	WIS	CHA
12	12	10

Initiative +3 (+4)
Defense 15 (+5 Armor, +1 DEX (+0 DEX armor limit))
Touch 10 | Flat-footed 15
BAB +5
Grapple +13

Attack(s)

Light Club (Melee)
2 CP +6 Light attack, 1d6+5 bludgeoning damage plus 1d6 electricity damage
3 CP +6 Standard attack, 1d6+8 bludgeoning damage plus 1d6 electricity damage
5 CP +6 Heavy attack, 2d6+8 bludgeoning damage plus 1d6 electricity damage
10 CP +6 Full attack, 3d6+12 bludgeoning damage plus 1d6 electricity damage
Type 36 BC-MkI (Ranged) (90kW) (Single/Pulse/Focus)
60ft (75ft with optic) (must spend 2 CP to sight in a target), 45h, +1 bonus to attacks within the first five range increments.
5 CP +7 Single Shot attack, 4d8 plasma damage
1 CP +5 Potshot attack, 4d8 plasma damage
2 CP +7 3H Pulseshot attack, 6d8+9 plasma damage
2 CP (+5 CP per subsequent burn) +7 6H Focusshot attack, 4d8 plasma damage (roll damage for each individual burn)
Type 14 LP (Ranged) (40 kW) (Single/Focus)
40ft, 14h
6 CP +7 Single Shot attack, 2d8+1 plasma damage
4 CP +1 Potshot attack, 2d8+1 plasma damage
4 CP (+5 CP per subsequent burn) +7 6H Focusshot attack, 2d8+1 plasma damage (roll damage for each individual burn)

Reach 5'
Fighting Space 5' by 5'
Saves Fort+5 | Ref+3 (+4) | Will+4
Armor
Plasma Plates (5/Electric, Plasma; AP †)
‡Mobile Tank Unit (25/Ballistic, Ba. Piercing, Bludgeoning, Piercing, Slashing; AP 375)
Skills
**Acrobatics +3 (+12)
**Athletics +12 (+13) (+21 with servos)
Craft (Electronics) +6
Drive +4
Knowledge (Tactics) +4
Knowledge (Technology) +6
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free
Linguistics (GM's choice) +Free

Perception +8
Feats
Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulseshot, and focusshot attacks without penalty.)
Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focusshot attacks at a -3 penalty.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Advanced Plasmas Mastery (Character can perform gridshot, bounceshot, pulseshot, and focusshot attacks without penalty.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Shotgun Expert (Additional -1 to CP cost when firing a semi- or fully automatic shotgun, -11 to CP cost when clearing a jammed semi- or fully automatic shotgun, there is no CP cost to cycle a bolt, pump, or lever action shotgun and when attempting to repair a bolt, pump, lever semi- or fully automatic shotgun the character gains a +6 bonus. A character also gains a +4 attack bonus when performing a potshot attack with a semi- or fully automatic, bolt, pump or lever action shotgun.)
Coolant Specialization (Lasarms) (When using chosen weapon type, the Heat cost for attacks is reduced by 25% rounded down (to a minimum of 1) (accounted for above) and the CP cost to reload is reduced by 1. This reduction is before any heat reduction from equipment.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Organization
Squad (5)

†Plasma Plates soak up to 20 (35 with Extended Armor Coolant Pack) points of electric or plasma damage before it requires a new coolant pack and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electric, Plasma when using an Extended Armor Coolant Pack.

‡This armor protects the head, torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas.

‡This armor requires two coolant packs (of any kind) for every four hours of operation to continue to function properly.

Possessions

UV protective uniform, UV protective goggles, 2 Small Waist Packs, ‡Mobile Tank Unit (with 3 Coolant Chill Pouches, a Grenade Pouch, a Plate Carrier Pouch [with Plasma Plates], and a Utility Pouch), Light Club (with Electrified upgrade), Type 36 BC-MkI (with a 2x Advanced Combat Sight [Balanced Reticle], an Ammo Readout, a Focus Emitter, a Pulse Emitter, and a Tactical Sling), Type 14 LP (with a Focus Emitter), 2 Shield Grenades, 4 Extended Armor Coolant Packs, 4 High Efficiency Coolant Packs, 4 QuikCool Coolant Packs, 4 Standard Coolant Packs, Tactical Holster, Tactical Sheath, Bluetooth Headset, Professional Radio (output to Bluetooth Headset), Clip-on Flashlight

Sentinel (Military) (Character Level 6)

Sentinel (Medium Kandari)

BV 32 LVL 6 CHP 15 XHP 38 CP 15 (3 to begin moving)

STR	DEX	CON
13	12	14
INT	WIS	CHA
12	12	10

Initiative +0 (+1)
Defense 15 (+5 Armor, +1 DEX (+0 DEX armor limit))
 Touch 10 | Flat-footed 15
BAB +6
Grapple +7

Attack(s)

Light Club (Melee)
 2 CP +7 Light attack, 1d6–2 bludgeoning damage plus 1d6 electricity damage
 3 CP +7 Standard attack, 1d6+1 bludgeoning damage plus 1d6 electricity damage
 5 CP +7 Heavy attack, 2d6+1 bludgeoning damage plus 1d6 electricity damage
 10 CP +7 Full attack, 3d6+5 bludgeoning damage plus 1d6 electricity damage
†Type 36 BC-Mkl (Ranged) (90kW) (Single/Pulse/Focus)
 60ft, 45h
 5 CP +8 Single Shot attack, 5d8 plasma damage
 1 CP +6 Potshot attack, 5d8 plasma damage
 2 CP +8 3H Pulseshot attack, 7d8+9 plasma damage
 2 CP (+5 CP per subsequent burn) +8 6H Focusshot attack, 5d8 plasma damage (roll damage for each individual burn)

Reach 5'
Fighting Space 5' by 5'
Saves Fort +6 | Ref +3 (+4) | Will +5
Armor

Marine Spacesuit (30/Ballistic, 24/Ba. Piercing, Bludgeoning, Piercing, Slashing, 10/Electricity, Plasma; AP 180†)

Skills
 **Acrobatics +6 (+14)
 **Athletics +7 (+15)
 Craft (Electronics) +7
 Drive +4
 Knowledge (Tactics) +5
 Knowledge (Technology) +6
 Linguistics (GM's choice) +Free
 Linguistics (GM's choice) +Free
 Linguistics (GM's choice) +Free
 Linguistics (GM's choice) +Free
 Perception +8

Feats
 Personal Plasmas Proficiency (Grants proficiency with any personal plasarms, lasarms, or elarms, user may reload plasarms and receive bonuses from upgrades.)
 Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
 Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Advanced Plasmas Proficiency (The character can perform waveshot, gridshot, bounceshot, pulseshot, and focusshot attacks without penalty.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Targeted Plasmas Proficiency (Character can perform bounceshot, pulseshot, and focusshot attacks at a –3 penalty.)

Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Shotgun Expert (Additional –1 to CP cost when firing a semi- or fully automatic shotgun, –11 to CP cost when clearing a jammed semi- or fully automatic shotgun, there is no CP cost to cycle a bolt, pump, or lever action shotgun and when attempting to repair a bolt, pump, lever semi- or fully automatic shotgun the character gains a +6 bonus. A character also gains a +4 attack bonus when performing a potshot attack with a semi- or fully automatic, bolt, pump or lever action shotgun.)

Coolant Specialization (Lasarms) (When using chosen weapon type, the Heat cost for attacks is reduced by 25% rounded down (to a minimum of 1) (accounted for above) and the CP cost to reload is reduced by 1. This reduction is before any heat reduction from equipment.)

Improved Initiative (Character gains a +3 bonus to Initiative.)

Projectile Specialization (Plasma) (When firing a weapon utilizing the chosen projectile, it grants an additional die of damage [accounted for above].)

Advanced Plasmas Mastery (Character can perform gridshot, bounceshot, pulseshot, and focusshot attacks without penalty.)

Organization
 Squad (5)

†The equipped standard laser sight, when activated, grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. This upgrade's attack bonus cannot be combined with a sight that grants any attack bonus(es). This weapon is mounted to an arm of the marine spacesuit of the GM's choice.

††This armor protects the head, torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas. Armor soaks up to 50 (65 with Extended Armor Coolant Pack) points of electric or plasma damage before it requires a new coolant pack and requires 5 rounds to recharge. Armor gains an additional +2 DR/Electricity, Plasma when using an Extended Armor Coolant Pack.

Possessions

Sentinel Uniform, 2 Small Waist Packs, Marine Spacesuit (with 3 Coolant Chill Pouches, a Grenade Pouch, and a Utility Pouch), Light Club (with Electrified upgrade), Type 36 BC-Mkl (with an Ammo Readout, a Focus Emitter, a Pulse Emitter, and a Standard Laser Sight), 2 Shield Grenades, 4 Extended Armor Coolant Packs, 4 High Efficiency Coolant Packs, 4 QuikCool Coolant Packs, 4 Standard Coolant Packs, Tactical Sheath, Clip-on Flashlight

Armed Forces of Neo Terra

A GM may replace up to two riflemen in a fire team or a squad with only one kind of each NPC whose Organization is listed as “Variable.”

Arvest Territorial Land Militia and Law Enforcement

Militiaman, Recruit (Rural) (Character Level 1)

STR

DEX

CON

12

12

11

INT

WIS

CHA

10

10

8

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +1

Grapple +2

Attack(s)

Survival Knife (Melee)

1 CP +2 Light attack, 1d4–2/14-18 slashing damage

2 CP +2 Standard attack, 1d4+1/14-18 slashing damage

4 CP +2 Heavy attack, 2d4+1/14-18 slashing damage

9 CP +2 Full attack, 3d4+5/14-18 slashing damage

Ruger Mini-14 (Ranged) (5.56x45mm) (SL)

80ft, 20r, +30% Error Range with Surplus ammunition.

6 CP +3 Single Shot attack, 5d4 ballistic damage

2 CP –3 Potshot attack, 5d4 ballistic damage

5 CP –1 Double Tap attack, 7d4 ballistic damage

S&W Model 10 (Ranged) (.38 Special) (RDA)

30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.

5 CP +2 Single Shot attack, 2d4+1 ballistic damage

4 CP –4 Potshot attack, 2d4+1 ballistic damage

Recruit (Medium Human/Terran)

BV18 LVL1 CHP13 XHP8 CP15

6 CP +0 Double Tap attack, 3d4+1 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +1 | Ref +2 | Will +0

Armor

None

Skills

** Acrobatics +4

Athletics +6

Drive +2

Knowledge (History) +3

Knowledge (Tactics) +1

Linguistics (Trade Bant Simp.) +Free

Perception +3

*Ride +4

Stealth +3

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Skill Focus (Athletics)

Simple Weapon Specialist (Survival Knife) (–1 to CP cost when attacking with the chosen simple weapon.)

Organization

Solitary, pair, or fire team (4 militiamen recruits plus 1 trained militiaman)

Possessions

Casual Clothes (Mild Weather), 2 Small Waist Packs, LBE Gear Rifle Rig, Survival Knife, Ruger Mini-14 (with a Fixed Stock and a Patrol Sling), S&W Model 10, 5 20 round Mini-14 magazines loaded with 20 rounds of 5.56x45mm Surplus, 2 6 round speedloaders loaded with 6 rounds of .38 Special FMJ, Tactical Holster, Concealed Sheath, Clip-on Flashlight, Compass, Lighter, Canteen (Great Quality Water), 2 Civilian MREs, 4 Field Dressings, Tourniquet

Militiaman, Trained (Rural) (Character Level 2)

Trained Militiaman (Medium Human/Terran)

BV 35 LVL 2 CHP 15 XHP 16 CP 15 (1 to begin moving)

STR	DEX	CON
13	12	13
INT	WIS	CHA
11	10	10

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
 Touch 11 | Flat-footed 12
BAB +2
Grapple +2

Attack(s)

Survival Knife (Melee)
 2 CP +3 Light attack, 1d4-2/14-18 slashing damage
 3 CP +3 Standard attack, 1d4+1/14-18 slashing damage
 5 CP +3 Heavy attack, 2d4+1/14-18 slashing damage
 10 CP +3 Full attack, 3d4+5/14-18 slashing damage
FN FAL (Ranged) (7.62x51mm) (SL/Auto(M))
 80ft, 20r
 6 CP +4 Single Shot attack, 5d6 ballistic damage
 2 CP -2 Potshot attack, 5d6 ballistic damage
 5 CP +0 Double Tap attack, 7d6 ballistic damage
 5 CP +0 10R Autofire attack, 5d6 ballistic damage
 4 CP +1 5R Burst attack, 8d6 ballistic damage
 3 CP -4 10R Sprayfire attack, 9d6 ballistic damage
 3 CP -4 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone
S&W Model 10 (Ranged) (.38 Special) (RDA)
 30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
 5 CP +3 Single Shot attack, 2d4+1 ballistic damage
 4 CP -3 Potshot attack, 2d4+1 ballistic damage
 6 CP +2 Double Tap attack, 3d4+1 ballistic damage

Reach 5'
Fighting Space 5' by 5'

Saves Fort +3 | Ref +2 | Will +1

Armor
 Titanium Plates (6/Ballistic, Ba. Piercing, 1/Piercing; AP 18)
 Field Vest (6/Piercing, Slashing, 2/Ballistic; AP 30)
 Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills
 *Acrobatics +5
 Athletics +6
 Craft (Mechanical) +2
 Drive +2
 Knowledge (History) +3
 Knowledge (Tactics) +2
 Linguistics (Trade Bant Simp.) +Free
 Perception +3
 *Ride +3
 Stealth +3

Feats
 Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
 Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
 Skill Focus (Athletics)
 Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
 Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
 Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
 Solitary, pair, or fire team (4 militiamen recruits plus 1 trained militiaman)

Possessions

Casual Clothes (Mild Weather), Backpack, 2 Small Waist Packs, Field Vest (with a Sextuple Large Magazine Pouch, Titanium Plates, and a Utility Pouch), Steel Combat Helmet, Survival Knife, FN FAL (with a Bipod, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), S&W Model 10, 7 20 round FAL magazines loaded with 20 rounds of 7.62x51mm FMJ, 2 6 round speedloaders loaded with 6 rounds of .38 Special FMJ, Tactical Holster, Concealed Sheath, Clip-on Flashlight, Compass, Lighter, Canteen (Great Quality Water), 2 Civilian MREs, 4 Field Dressings, Tourniquet

Militiaman, Machine Gunner (Rural) (Character Level 3)

Machine Gunner (Medium Human/Terran)

BV 23 LVL 3 CHP 16 XHP 27 CP 15

STR	DEX	CON
14	12	14
INT	WIS	CHA
10	10	8

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +3
Grapple +5

Attack(s)

M60 (Ranged) (7.62x51mm) (Auto(M))
120ft (150ft with optic) (must spend 6 CP to sight in a target), 100r, 10% Error
Range, +30% Error Range with Surplus ammunition.
6 CP +4 Single Shot attack, 5d6 ballistic damage
2 CP -2 Potshot attack, 5d6 ballistic damage
5 CP +1 Double Tap attack, 7d6 ballistic damage
5 CP +1 10R Autofire attack, 5d6 ballistic damage
4 CP +2 5R Burst attack, 8d6 ballistic damage
3 CP -3 10R Sprayfire attack, 9d6 ballistic damage
3 CP -3 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +2 | Will +4
Armor
Motorcycle Jacket (2/Slashing; AP 10)
Skills
Acrobatics +7

Athletics +9
*Drive +4
Knowledge (History) +4
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +Free
Perception +4
**Ride +6
Stealth +2

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Skill Focus (Athletics)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
General Purpose Machine Gunner (Grants proficiency with GPMGs.)
Quickshot (The character can treat an automatic-only weapon as if it has a semi-automatic rate of fire.)
Focused Saving Throw (Will)

Organization

Gunner team (1 machine gunner plus 1d3 militiamen recruits (as ammunition carriers or assistants))

Possessions

Casual Clothes (Mild Weather), Backpack, 2 Small Waist Packs, Motorcycle Jacket, M60 (with a Bipod, a Fixed Stock, an Optic Mount, a Patrol Sling, and a 2x Telescopic Sight), 8 50 round linked ammunition belts loaded with 100 rounds of 7.62x51mm Surplus, Standard Binoculars, Standard Flashlight, Compass, Lighter, Canteen (Great Quality Water), 2 Civilian MREs, 4 Field Dressings, Tourniquet

Militiaman, Sharpshooter (Rural) (Character Level 3)

Sharpshooter (Medium Human/Terran)

BV 28 LVL 3 CHP 16 XHP 19 CP 15

STR	DEX	CON
11	13	11
INT	WIS	CHA
11	12	8

Initiative +1
Defense 11 (+1 DEX)
 Touch 11 | Flat-footed 10
BAB +3
Grapple +3

Attack(s)

Survival Knife (Melee)
 1 CP +3 Light attack, 1d4-3/14-18 slashing damage
 2 CP +3 Standard attack, 1d4/14-18 slashing damage
 4 CP +3 Heavy attack, 2d4/14-18 slashing damage
 9 CP +3 Full attack, 3d4+4/14-18 slashing damage
Survival Knife Bayonet (Melee)
 3 CP -1 Light attack, 2d4-3 piercing damage
 4 CP -1 Standard attack, 2d4 piercing damage
 6 CP -1 Heavy attack, 3d4 piercing damage
 11 CP -1 Full attack, 4d4+4 piercing damage
M1903A3 Springfield (Ranged) (.30-06 Springfield) (Bolt)
 150ft (185ft with optic) (must spend 6 CP to sight in a target), 5r, not affected by Error Range due to ammunition.
 7 CP +6 Single Shot attack, 6d6 ballistic damage
 3 CP +0 Potshot attack, 6d6 ballistic damage
S&W Model 10 (Ranged) (.38 Special) (RDA)
 30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
 4 CP +5 Single Shot attack, 2d4+1 ballistic damage
 3 CP -1 Potshot attack, 2d4+1 ballistic damage
 5 CP +2 Double Tap attack, 3d4+1 ballistic damage
Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort+1 | Ref+4 | Will+2
Armor

None
Skills
 Acrobatics +6
 **Athletics +6
 Drive +3
 Knowledge (Survival) +2
 Knowledge (Tactics) +2
 Linguistics (Crescat) +Free
 Linguistics (Trade Bant Simp.) +1
 Perception +8
 **Ride +9
 Stealth +8

Feats
 Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
 Distance Rifle Specialist (-1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a -4 penalty for their attack roll within the first range increment.)
 Skill Focus (Perception)
 Skill Focus (Stealth)
 Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
 Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
 Simple Weapon Specialist (Survival Knife) (-1 to CP cost when attacking with the chosen simple weapon.)
 Sling Steady (+2 bonus to single shot attacks while using a firearm with an attached sling that is worn around the user. The character may not use this feat if using a bipod or tripod to steady the weapon.)
Organization
 Solitary or pair

Possessions
 Casual Clothes (Mild Weather), 3 Small Waist Packs, Bayonet/Survival Knife, M1903A3 Springfield (with a Bayonet Lug, a Fixed Stock, an Optic Mount, a Patrol Sling, and a 2.5x Telescopic Sight), S&W Model 36, 6 5 round stripper clips loaded with 5 rounds of .30-06 Springfield FMJ, 2 6 round speedloaders loaded with 6 rounds of .38 Special FMJ, Tactical Holster, Concealed Sheath, Clip-on Flashlight, Compass, Lighter, Canteen (Great Quality Water), 2 Civilian MREs

Police Officer (Law Enforcement) (Character Level 2)

Police Officer (Medium Human/Terran)

BV 9† LVL 2 CHP 14 XHP 14 CP 15

STR	DEX	CON
12	12	12
INT	WIS	CHA
12	10	10

Initiative +1
Defense 11 (+1 DEX)
Touch 11 | Flat-footed 10
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Light Club (Melee)
1 CP +3 Light attack, 1d6–2 bludgeoning damage
2 CP +3 Standard attack, 1d6+1 bludgeoning damage
4 CP +3 Heavy attack, 2d6+1 bludgeoning damage
9 CP +3 Full attack, 3d6+5 bludgeoning damage

Hi Standard Flite King K1200 Riot (Ranged) (12 Gauge) (Pump)
45ft, 6r, not affected by Error Range due to ammunition.
6 CP +4 Single Shot attack, 5d6 ballistic damage
2 CP –2 Potshot attack, 5d6 ballistic damage

S&W Model 10 (Ranged) (.38 Special) (RDA)
30ft, 6r, hammer may be cocked back for 1 Combat Point after every discharge, granting a +1 attack bonus to Single Shot and Potshot attacks, not affected by Error Range due to ammunition.
4 CP +4 Single Shot attack, 2d4+1 ballistic damage
3 CP –2 Potshot attack, 2d4+1 ballistic damage
5 CP +2 Double Tap attack, 3d4+1 ballistic damage

Reach 5'

Fighting Space 5' by 5'
Saves Fort +3 | Ref +2 | Will +2
Armor
None
Skills
Acrobatics +5
Athletics +6
\$Drive +4
*Knowledge (Civics) +6
Knowledge (Streetwise) +4
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +Free
**Perception +7
\$Presence +4 (+6 with police uniform)
Treat Injury +2

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Shotgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Simple Weapon Specialist (Light Club) (–1 to CP cost when attacking with the chosen simple weapon.)
Skill Focus (Athletics)

Organization
Solitary or pair

†Battle Value increases by 9 if the police officer retrieves and equips his Hi Standard Flight King K1200 Riot.

Possessions

- **Foot Patrol Loadout** Arvest Office of Law Enforcement Uniform, Utility Belt, Light Club, S&W Model 10, 2 6 round speedloaders loaded with 6 rounds of .38 Special FMJ, Professional Radio, Standard Flashlight, Steel Handcuffs
- **Items kept in Patrol Vehicle (Full Sized Pickup Truck (with a Police Kit))** Hi Standard K1200 Flite King Riot (with a Fixed Stock, a Patrol Sling, and Smoothbore Barrel), 24 12 Gauge 00 Buckshot Shells, Shell Bag, Small First Aid Kit

Centurian City Armed Forces and Customs Enforcement

Rifleman (Military) (Character Level 3)

Rifleman (Medium Human/Terran)

BV 42† LVL 3 CHP 14 XHP 22 CP 15 (2 to begin moving)

STR	DEX	CON
14	13	12
INT	WIS	CHA
11	12	9

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +3

Grapple +5

Attack(s)

Unarmed Strike (Melee)

- 2 CP +6 Light attack, 1d6–1 bludgeoning damage (non-lethal)
- 3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
- 5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
- 10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Survival Knife (Melee)

- 2 CP +5 Light attack, 1d4–1/14–18 slashing damage
- 3 CP +5 Standard attack, 1d4+2/14–18 slashing damage
- 5 CP +5 Heavy attack, 2d4+2/14–18 slashing damage
- 10 CP +5 Full attack, 3d4+6/14–18 slashing damage

Survival Knife Bayonet (Melee)

- 3 CP +1 Light attack, 2d4 piercing damage
- 4 CP +1 Standard attack, 2d4+3 piercing damage
- 6 CP +1 Heavy attack, 3d4+3 piercing damage
- 11 CP +1 Full attack, 4d4+7 piercing damage

††Colt M16A1 (Ranged) (5.56x45mm) (SL/Auto(F))

- 80ft, 30r
- 6 CP +5 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 2 CP –1 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 5 CP +5 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage
- 5 CP +3 12R Autofire attack, 5d4 ballistic damage + 3d4 ba. piercing damage
- 4 CP +3 6R Burst attack, 8d4 ballistic damage + 3d4 ba. piercing damage
- 3 CP –1 12R Sprayfire attack, 9d4 ballistic damage + 3d4 ba. piercing damage
- 3 CP –1 18R Sweepfire attack, 5d4 ballistic damage + 3d4 ba. piercing damage, 40ft cone

S&W 5906 (Ranged) (9x19mm) (DA/SA)

35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.

- 5 CP +4 Single Shot attack, 2d6 ballistic damage
- 4 CP –2 Potshot attack, 2d6 ballistic damage
- 6 CP +3 Double Tap attack, 3d6 ballistic damage

Fragmentation Grenade (Ranged)

- 10ft (15ft blast radius)
- 5 CP +4 Throw attack 5d6 slashing damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort +3 | Ref +2 | Will +3

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +5 (+8)

**Athletics +5 (+8)

Drive +3

Knowledge (Civics) +3

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +Free

Perception +6

Stealth +2 (+5)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or **squad** (1d3+8 riflemen plus 1 sergeant at Character Level 5)

†Battle Value increases by 6 if the rifleman is carrying his S&W 5906.

††Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, a Grenade Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), Bayonet/Survival Knife, Colt M16A1 (with a Bayonet Lug, a Buttpad, a Fixed Stock, a Tactical Sling, and a Threaded Barrel), Fragmentation Grenade, Smoke Grenade, 6 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm AP, Battle Belt (with a Dual Large Magazine Pouch, a Small Holster Pouch, and a Small Magazine Pouch), Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, S&W 5906 (with Fortified Frame), 3 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Anti-Armor Specialist (Military) (Character Level 4)

Anti-Armor Specialist (Medium Human/Terran)

BV 71+ LVL 4 CHP 15 XHP 29 CP 15 (2 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
11	12	8

Perception +6
Stealth +1 (+4)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Explosive Weapons Specialist (-1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)

Organization

Anti-armor team (1 anti-armor specialist plus 1d3+1 riflemen (as ammunition carriers or assistants))

+Battle Value increases by 6 if the anti-armor specialist is carrying his S&W 5906.

+Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Initiative +1

Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14

BAB +4

Grapple +6

Attack(s)

Unarmed Strike (Melee)

- 2 CP +7 Light attack, 1d6-1 bludgeoning damage (non-lethal)
- 3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
- 5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
- 10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

+Colt M4A1 (Ranged) (5.56x45mm) (SL/Auto(F))

- 70ft, 30r
- 5 CP +6 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 1 CP +0 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 5 CP +5 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage
- 5 CP +3 12R Autofire attack, 5d4 ballistic damage + 3d4 ba. piercing damage
- 4 CP +4 6R Burst attack, 8d4 ballistic damage + 3d4 ba. piercing damage
- 3 CP -1 12R Sprayfire attack, 9d4 ballistic damage + 3d4 ba. piercing damage
- 3 CP -1 18R Sweepfire attack, 5d4 ballistic damage + 3d4 ba. piercing damage, 35ft cone

S&W 5906 (Ranged) (9x19mm) (DA/SA)

35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.

- 5 CP +6 Single Shot attack, 2d6 ballistic damage
- 4 CP +0 Potshot attack, 2d6 ballistic damage
- 6 CP +5 Double Tap attack, 3d6 ballistic damage

SMAW (Ranged) (Single)

375ft (560ft with optic) (10ft blast radius) (must spend 2 CP to sight in a target), 1r, +1 bonus to attacks within the first five range increments.

- 7 CP +5 Single Shot attack, 19d12 concussion damage (HEAT) (ignores 20 Hardness)
- 3 CP -1 Potshot attack, 19d12 concussion damage (HEAT) (ignores 20 Hardness)

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +3 | Will +3

Armor

- Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
- Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

- **Acrobatics +6 (+9)
- **Athletics +6 (+9)
- Drive +3
- Knowledge (Civics) +3
- Knowledge (Tactics) +3
- Linguistics (Trade Bant Simp.) +Free

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), Backpack, Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, a Quad Large Magazine Pouch, and 2 Utility Pouches), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), Colt M4A1 (with a Bayonet Lug, a Buttpad, a Patrol Sling, a Synthetic Stock, and a Threaded Barrel), SMAW (with a 3.5x Advanced Combat Sight [Balanced Reticle]), 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm AP, HEDP Rocket, 2 HEAT Rockets, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings
- **Marching/Traveling Loadout** Combat Loadout + S&W 5906 (with Fortified Frame), 2 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 2 Foodpods, 4 Field Dressings, 2 Tourniquets

Automatic Rifleman (Military) (Character Level 4)

Automatic Rifleman (Medium Human/Terran)

BV 34† LVL 4 CHP 15 XHP 29 CP 15 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
11	12	8

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +4

Grapple +6

Attack(s)**Unarmed Strike (Melee)**

2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)

3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)

5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)

10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

††H&K M27 IAR (Ranged) (5.56x45mm) (SL/Auto(F)) (+1 Mastercraft)
100ft, 100r

6 CP +5 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage

2 CP –1 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage

4 CP +5 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage

5 CP +3 12R Autofire attack, 5d4 ballistic damage + 3d4 ba. piercing damage

4 CP +3 6R Burst attack, 8d4 ballistic damage + 3d4 ba. piercing damage

3 CP +1 12R Sprayfire attack, 9d4 ballistic damage + 3d4 ba. piercing damage

3 CP +3 18R Sweepfire attack, 5d4 ballistic damage + 3d4 ba. piercing damage, 40ft cone

S&W 5906 (Ranged) (9x19mm) (DA/SA)

35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.

5 CP +5 Single Shot attack, 2d6 ballistic damage

4 CP –1 Potshot attack, 2d6 ballistic damage

6 CP +4 Double Tap attack, 3d6 ballistic damage

Fragmentation Grenade (Ranged)

10ft (15ft blast radius)

5 CP +5 Throw attack 5d6 slashing damage

Reach 5'**Fighting Space 5'** by 5'**Saves** Fort +4 | Ref +3 | Will +3**Armor**

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +6 (+9)

**Athletics +6 (+9)

Drive +3

Knowledge (Civics) +3

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +Free

Perception +6

Stealth +2 (+5)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Autofire Mastery (The Recoil Penalty of autofire attacks becomes CRP–5, of sprayfire and sweepfire becomes CRP–8, of two round burst fire CRP–1, and of all other round burst fire attacks CRP–2.)

Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)

General Purpose Machine Gunner (Grants proficiency with GPMGs.)

Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Organization

Variable

†Battle Value increases by 6 if the automatic rifleman is carrying his S&W 5906.

††Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), 2 Small Waist Packs, Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, a Grenade Pouch, and 4 Utility Pouches), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), H&K M27 IAR (with a Bipod, a Buttpad, a Fixed Stock, a Red Dot Sight [Precise Reticle], a Tactical Sling, and a Threaded Barrel), Fragmentation Grenade, Smoke Grenade, 5 100 round M16/AR15 magazines loaded with 80 AP rounds and 20 Tracer rounds (4:1 ratio/one every five rounds) of 5.56x45mm, Battle Belt (with a Small Holster Pouch, a Small Magazine Pouch, and a Utility Pouch), Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Survival Knife, S&W 5906 (with Fortified Frame), 2 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Concealed Sheath, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, 2 Tourniquets

Corpsman/Medic (Military) (Character Level 3)

Corpsman/Medic (Medium Human/Terran)

BV 30+ LVL 3 CHP 14 XHP 22 CP 15 (2 to begin moving)

STR	DEX	CON
13	13	12
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)
††Colt M4A1 (Ranged) (5.56x45mm) (SL/Auto(F))
70ft, 30r
5 CP +5 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
1 CP –1 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
5 CP +3 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage
5 CP +1 12R Autofire attack, 5d4 ballistic damage + 3d4 ba. piercing damage
4 CP +2 6R Burst attack, 8d4 ballistic damage + 3d4 ba. piercing damage
3 CP –3 12R Sprayfire attack, 9d4 ballistic damage + 3d4 ba. piercing damage
3 CP –3 18R Sweepfire attack, 5d4 ballistic damage + 3d4 ba. piercing damage, 35ft cone
S&W 5906 (Ranged) (9x19mm) (DA/SA)
35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
4 CP +5 Single Shot attack, 2d6 ballistic damage
3 CP –1 Potshot attack, 2d6 ballistic damage
5 CP +3 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+2 | Will+3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
*Acrobatics +5 (+8)
**Athletics +5 (+8)

Drive +3
Knowledge (Civics) +3
Knowledge (Tactics) +3
Linguistics (Aiffesh) +Free
Linguistics (Trade Bant Simp.) +1
Perception +5
Stealth +3 (+6)
Treat Injury +7

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Variable

†Battle Value increases by 6 if the corpsman/medic is carrying his S&W 5906.

††Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), Backpack, 2 Small Waist Packs, Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, a Grenade Pouch, a Kit Pouch, and a Utility Pouch), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), Colt M4A1 (with a Bayonet Lug, a Buttpad, a Patrol Sling, a Synthetic Stock, a Threaded Barrel, and a Vertical Foregrip), 2 Smoke Grenades, 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm FMJ, Battle Belt (with a Quad Large Magazine Pouch, a Small Holster Pouch, and a Small Magazine Pouch), Small First Aid Kit, Professional Radio, Compass, Clip-on Flashlight, 2 Flares, Canteen (Exquisite Quality Water), Foodpod, 10 Field Dressings, 6 Tourniquets
- **Marching/Traveling Loadout** Combat Loadout + S&W 5906 (with Fortified Frame), 3 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Shovel, 2 Foodpods, 8 Field Dressings, 4 Tourniquets

Designated Marksman (Military) (Character Level 4)

Designated Marksman (Medium Human/Terran)

BV 31† LVL 4 CHP 14 XHP 29 CP 15 (2 to begin moving)

STR	DEX	CON
14	14	12
INT	WIS	CHA
12	12	9

Initiative +2

Defense 16 (+4 Armor, +2 DEX)

Touch 12 | Flat-footed 14

BAB +4

Grapple +6

Attack(s)**Unarmed Strike (Melee)**

- 2 CP +7 Light attack, 1d6–1 bludgeoning damage (non-lethal)
- 3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
- 5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
- 10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Survival Knife (Melee)

- 2 CP +6 Light attack, 1d4–1/14–18 slashing damage
- 3 CP +6 Standard attack, 1d4+2/14–18 slashing damage
- 5 CP +6 Heavy attack, 2d4+2/14–18 slashing damage
- 10 CP +6 Full attack, 3d4+6/14–18 slashing damage

††Noveske Light Reece (Ranged) (5.56x45mm) (SL/3RB) (+2 Mastercraft from upgrade)

85ft (125ft with optic) (must spend 2 CP to sight in a target), 30r, +1 bonus to attacks within the first five range increments.

- 6 CP (4 CP with magnified optic) +9 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 2 CP (1 CP with magnified optic) +3 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
- 5 CP (3 CP with magnified optic) +9 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage
- 4 CP (2 CP with magnified optic) +9 3R Burst attack, 7d4 ballistic damage + 3d4 ba. piercing damage

S&W 5906 (Ranged) (9x19mm) (DA/SA)

35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.

- 5 CP +6 Single Shot attack, 2d6 ballistic damage
- 4 CP +0 Potshot attack, 2d6 ballistic damage
- 6 CP +5 Double Tap attack, 3d6 ballistic damage

Fragmentation Grenade (Ranged)

- 10ft (15ft blast radius)
- 5 CP +6 Throw attack 5d6 slashing damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +4 | Will +3

Armor

- Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
- Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

- **Acrobatics +8 (+11)
- **Athletics +8 (+11)
- Drive +4
- Knowledge (Civics) +4
- Knowledge (Tactics) +4
- Linguistics (Trade Bant Simp.) +Free
- Perception +8

§Stealth +6 (+9)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)

Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)

Designated Marksman Rifle Expert (Additional –2 to CP cost when firing a DMR with a magnified optic, –9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)

Organization

Variable

†Battle Value increases by 6 if the marksman is carrying his S&W 5906.

††Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), Small Waist Pack, Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, a Grenade Pouch, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), Noveske Light Recce [paired with a DMR Lower] (with a 4.5x Advanced Combat Sight [Balanced Reticle], a Bipod, a Buttpad, a Fixed Stock, a Precision Upgrade, a Tactical Sling, and a Threaded Barrel), Fragmentation Grenade, Smoke Grenade, 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm AP, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet

- **Marching/Traveling Loadout** Combat Loadout + Backpack, Bayonet/Survival Knife, S&W 5906 (with Fortified Frame), 2 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Concealed Sheath, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Grenadier (Military) (Character Level 4)

Grenadier (Medium Human/Terran)

BV 52† LVL 4 CHP 15 XHP 30 CP 15 (2 to begin moving)

STR	DEX	CON
14	13	13
INT	WIS	CHA
10	12	8

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +4

Grapple +6

Attack(s)**Unarmed Strike (Melee)**

2 CP +7 Light attack, 1d6-1 bludgeoning damage (non-lethal)
 3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
 5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
 10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Survival Knife (Melee)

2 CP +6 Light attack, 1d4-1/14-18 slashing damage
 3 CP +6 Standard attack, 1d4+2/14-18 slashing damage
 5 CP +6 Heavy attack, 2d4+2/14-18 slashing damage
 10 CP +6 Full attack, 3d4+6/14-18 slashing damage

Survival Knife Bayonet (Melee)

3 CP +2 Light attack, 2d4 piercing damage
 4 CP +2 Standard attack, 2d4+3 piercing damage
 6 CP +2 Heavy attack, 3d4+3 piercing damage
 11 CP +2 Full attack, 4d4+7 piercing damage

††Colt M16A1 (Ranged) (5.56x45mm) (SL/Auto(F))

80ft, 30r

6 CP +6 Single Shot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
 2 CP +0 Potshot attack, 4d4 ballistic damage + 3d4 ba. piercing damage
 5 CP +6 Double Tap attack, 6d4 ballistic damage + 3d4 ba. piercing damage
 5 CP +4 12R Autofire attack, 5d4 ballistic damage + 3d4 ba. piercing damage
 4 CP +4 6R Burst attack, 8d4 ballistic damage + 3d4 ba. piercing damage
 3 CP +0 12R Sprayfire attack, 9d4 ballistic damage + 3d4 ba. piercing damage

damage

3 CP +0 18R Sweepfire attack, 5d4 ballistic damage + 3d4 ba. piercing damage, 40ft cone

S&W 5906 (Ranged) (9x19mm) (DA/SA)

35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.

5 CP +6 Single Shot attack, 2d6 ballistic damage
 4 CP +0 Potshot attack, 2d6 ballistic damage
 6 CP +5 Double Tap attack, 3d6 ballistic damage

Colt M203 (Ranged) (40x46mm) (Single)

70ft (20ft blast radius), 1r

4 CP +5 Single Shot attack, 5d6 slashing damage (Fragmentation)
 3 CP -1 Single Shot attack, 5d6 slashing damage (Fragmentation)

Reach 5'

Fighting Space 5' by 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Saves Fort+4 | Ref+2 | Will+3

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +6 (+9)

**Athletics +6 (+9)

Drive +3

Knowledge (Civics) +3

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +Free

Perception +6

Stealth +2 (+5)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Ballistic Specialization (Intermediate Rifle) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Explosive Weapons Proficiency (Grants proficiency with grenade launchers, rocket launchers, or mortars.)

Explosive Weapons Specialist (-1 to CP cost when firing a grenade launcher, rocket launcher, or mortar.)

Organization

Variable

†Battle Value increases by 6 if the grenadier is carrying his S&W 5906.

††Given damage notation is for Armor Piercing ammunition when used against targets wearing armor with ballistic Damage Reduction. Against targets with without ballistic Damage Reduction the ammunition defaults to the standard 5.56x45mm FMJ damage (5d4 ballistic).

Possessions

- **Combat Loadout** Fatigues (with C.C. Urban No.1 patterning), Small Waist Pack, Tactical Vest (with C.C. Urban No.1 patterning, a Canteen Pouch, 3 Grenade Pouches, a Quad Large Magazine Pouch, and a Utility Pouch), Ballistic Combat Helmet (with C.C. Urban No.1 patterning), Bayonet/Survival Knife, Colt M16A1 (with a Bayonet Lug, a Buttpad, a Colt M203, a Fixed Stock, an Extra Rail, a Tactical Sling, and a Threaded Barrel), Colt M203 (mounted to M16A1), 5 30 round M16/AR-15 magazines loaded with 30 rounds of 5.56x45mm AP, 2 Fragmentation grenade launcher Grenades, 2 HEDP grenade launcher Grenades, 2 Smoke grenade launcher Grenades, Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, S&W 5906 (with Fortified Frame), 2 15 round 6906 magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Holster/Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Military Police Officer (Military) (Character Level 2)

Military Police Officer (Medium Human/Terran)

BV16† LVL 2 CHP14 XHP15 CP15

STR	DEX	CON
13	12	12
INT	WIS	CHA
12	12	10

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +2
Grapple +3

Attack(s)

Unarmed Strike (Melee)
2 CP +4 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +4 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +4 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +4 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Light Club (Melee)
2 CP +3 Light attack, 1d6–2 bludgeoning damage
3 CP +3 Standard attack, 1d6+1 bludgeoning damage
5 CP +3 Heavy attack, 2d6+1 bludgeoning damage
10 CP +3 Full attack, 3d6+5 bludgeoning damage
S&W 5906 (Ranged) (9x19mm) (DA/SA)
35ft, 15r, +1 bonus to all Single Shot and Potshot attacks after the first attack, hammer may be cocked back for 1 Combat Point, granting a +1 attack bonus for the first shot.
4 CP +4 Single Shot attack, 2d6+2 ballistic damage (JHP)
3 CP –2 Potshot attack, 2d6+2 ballistic damage (JHP)
5 CP +2 Double Tap attack, 3d6+2 ballistic damage (JHP)
Tippman 98 Custom (Ranged) (.68 PB) (Semi)
40ft, 200r
8 CP +4 Single Shot attack, Blind 2d3 Rounds [TN20 Fort] (Pava)
3 CP –2 Potshot attack, Blind 2d3 Rounds [TN20 Fort] (Pava)
6 CP +4 Double Tap attack, Blind 2d3 Rounds [TN20 Fort] (Pava)
††Pepper Spray (Ranged) (Single)
5ft, 10r
4 CP +4 ranged touch attack, Blind 1d4 Rounds [TN15 Fort]
†Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +4 Throw attack, special damage (see text)

Reach 5’
Fighting Space 5’ by 5’
Saves Fort+3 | Ref+2 | Will+3
Armor

Undercover Vest (10/Ballistic; AP 30)
Skills
Acrobatics +6 (+7)
Athletics +6 (+7)
\$Drive +3
*Knowledge (Civics) +6
Knowledge (Streetwise) +4
Linguistics (Trade Bant Simp.) +Free
Perception +6
*\$Presence +4 (+6 with uniform)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Light Armor Proficiency (When the character wears light armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Knowledge (Civics))
Organization
Solitary, pair, or team (3)

†Battle Value increases by 3 if the police officer retrieves and equips his Tippman 98 Custom, and by 3 if he retrieves and equips his stun grenades (per grenade).

††To use pepper spray, make a ranged touch attack against the target. The target must make a Fortitude Saving Throw [TN15] or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments.

‡Targets caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d6 rounds.

Possessions

- **Foot Patrol Loadout** Centurion City MPO Uniform, Utility Belt, Undercover Vest, Light Club (with Retractable upgrade), S&W Model 5906 (with Fortified Frame), Pepper Spray, 3 15 round 6906 magazines loaded with 15 rounds of 9x19mm JHP (2d6+2/2d6–2 ballistic damage against unarmored/Ba. armored), Professional Radio, Clip-on Flashlight
- **Items kept in Patrol Vehicle (Mid-size Car (with a Police Kit))** Tippman 98 Custom (with a Tactical Sling), 2 Stun Grenades, 3 15 round 6906 magazines loaded with 15 rounds of 9x19mm JHP, 1 100 round reload tube loaded with 100 Pava balls

Oakland Armed Forces

Rifleman (Military) (Character Level 3)

Rifleman (Medium Human/Terran)

BV 39† LVL 3 CHP 14 XHP 22 CP 15 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
10	12	10

Initiative +1

Defense 15 (+4 Armor, +1 DEX)

Touch 11 | Flat-footed 14

BAB +3

Grapple +4

Attack(s)

Unarmed Strike (Melee)

- 2 CP +5 Light attack, 1d6–2 bludgeoning damage (non-lethal)
- 3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
- 5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
- 10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Survival Knife (Melee)

- 2 CP +4 Light attack, 1d4–2/14–18 slashing damage
- 3 CP +4 Standard attack, 1d4+1/14–18 slashing damage
- 5 CP +4 Heavy attack, 2d4+1/14–18 slashing damage
- 10 CP +4 Full attack, 3d4+5/14–18 slashing damage

Survival Knife Bayonet (Melee)

- 3 CP +0 Light attack, 2d4–2 piercing damage
- 4 CP +0 Standard attack, 2d4+1 piercing damage
- 6 CP +0 Heavy attack, 3d4+1 piercing damage
- 11 CP +0 Full attack, 4d4+5 piercing damage

Norinco QBZ Type 95 Rifle (Ranged) (5.8x42mm) (SL/Auto(F))

- 85ft, 30r
- 6 CP +5 Single Shot attack, 5d4 ballistic damage
- 2 CP –1 Potshot attack, 5d4 ballistic damage
- 5 CP +2 Double Tap attack, 7d4 ballistic damage
- 5 CP +2 12R Autofire attack, 6d4 ballistic damage
- 4 CP +1 6R Burst attack, 9d4 ballistic damage
- 3 CP –4 12R Sprayfire attack, 10d4 ballistic damage
- 3 CP –4 18R Sweepfire attack, 6d4 ballistic damage, 40ft cone

Norinco QSZ-92 (Ranged) (9x19mm) (DAO)

- 30ft, 15r
- 4 CP +5 Single Shot attack, 2d6 ballistic damage
- 3 CP –1 Potshot attack, 2d6 ballistic damage
- 5 CP +3 Double Tap attack, 3d6 ballistic damage

Fragmentation Grenade (Ranged)

- 10ft (15ft blast radius)
- 5 CP +4 Throw attack 5d6 slashing damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort +3 | Ref +3 | Will +2

Armor

Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

**Acrobatics +4 (+7)

**Athletics +4 (+7)

Craft (Structural) +3

Drive +2

Knowledge (Tactics) +3

Linguistics (Trade Bant Simp.) +Free

Perception +5

Stealth +3 (+6)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Handgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

†Battle Value increases by 6 if the rifleman is carrying his QSZ-92.

Possessions

- **Combat Loadout** Fatigues (with Oakland Maple Forest patterning), Tactical Vest (with Oakland Maple Forest patterning, a Canteen Pouch, a Grenade Pouch, a Quad Large Magazine Pouch, and Utility Pouch), Ballistic Combat Helmet (with Oakland Maple Forest patterning), Bayonet/Survival Knife, Norinco QBZ Type 95 Rifle (with a Bayonet Lug, a permanent Fixed Stock, and a Patrol Sling), Fragmentation Grenade, Smoke Grenade, 6 30 round QBZ magazines loaded with 30 rounds of 5.8x42mm FMJ, Battle Belt (with a Dual Large Magazine Pouch, a Small Holster Pouch, and a Small Magazine Pouch), Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Norinco QSZ-92, 3 15 round QSZ magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Automatic Rifleman (Military) (Character Level 3)

Automatic Rifleman (Medium Human/Terran)

BV 30+ LVL 3 CHP 15 XHP 22 CP 15+ (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +6 Light attack, 1d6-1 bludgeoning damage (non-lethal)
3 CP +6 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
5 CP +6 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
10 CP +6 Full attack, 3d6+6 bludgeoning damage (non-lethal)
Norinco QBB Type 95 (Ranged) (5.8x42mm) (SL/Auto(F))
100ft, 75r, +1 bonus to attacks within the first five range increments.
6 CP +4 Single Shot attack, 5d4 ballistic damage
2 CP -2 Potshot attack, 5d4 ballistic damage
5 CP +2 Double Tap attack, 7d4 ballistic damage
5 CP +2 12R Autofire attack, 6d4 ballistic damage
4 CP +2 6R Burst attack, 9d4 ballistic damage
3 CP -2 12R Sprayfire attack, 10d4 ballistic damage
3 CP +0 18R Sweepfire attack, 6d4 ballistic damage, 40ft cone
Norinco QSZ-92 (Ranged) (9x19mm) (DAO)
30ft, 15r
4 CP +5 Single Shot attack, 2d6 ballistic damage
3 CP -1 Potshot attack, 2d6 ballistic damage
5 CP +4 Double Tap attack, 3d6 ballistic damage
Fragmentation Grenade (Ranged)
10ft (15ft blast radius)
5 CP +4 Throw attack 5d6 slashing damage
Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+2 | Will+3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)

Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills
**Acrobatics +4 (+7)
**Athletics +5 (+8)
Craft (Structural) +4
Drive +2
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +Free
Perception +6
Stealth +3 (+6)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Machine Gun Specialist (-1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)
Organization
Variable

+Battle Value increases by 6 if the automatic rifleman is carrying his QSZ-92.

Possessions

- **Combat Loadout** Fatigues (with Oakland Maple Forest patterning), Small Waist Pack, Tactical Vest (with Oakland Maple Forest patterning, a Canteen Pouch, a Grenade Pouch, and 5 Utility Pouches), Ballistic Combat Helmet (with Oakland Maple Forest patterning), Norinco QBB Type 95 Rifle (with a Bipod, a permanent Fixed Stock, a Patrol Sling, and a Red Dot Sight [Balanced Reticle]), Fragmentation Grenade, Smoke Grenade, 6 75 round QBZ magazines loaded with 75 rounds of 5.8x42mm FMJ, Battle Belt (with a Small Holster Pouch, a Small Magazine Pouch, and a Utility Pouch), Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Bayonet/Survival Knife, Norinco QSZ-92, 3 15 round QSZ magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Designated Marksman (Military) (Character Level 4)

Designated Marksman (Medium Human/Terran)

BV 20† LVL 4 CHP 14 XHP 30 CP 15 (2 to begin moving)

STR	DEX	CON
13	14	12
INT	WIS	CHA
12	12	9

Initiative +2**Defense** 16 (+4 Armor, +2 DEX)

Touch 12 | Flat-footed 14

BAB +4**Grapple** +6**Attack(s)****Unarmed Strike (Melee)**

- 2 CP +6 Light attack, 1d6–2 bludgeoning damage (non-lethal)
- 3 CP +6 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
- 5 CP +6 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
- 10 CP +6 Full attack, 3d6+5 bludgeoning damage (non-lethal)

Survival Knife (Melee)

- 2 CP +5 Light attack, 1d4–2/14–18 slashing damage
- 3 CP +5 Standard attack, 1d4+1/14–18 slashing damage
- 5 CP +5 Heavy attack, 2d4+1/14–18 slashing damage
- 10 CP +5 Full attack, 3d4+5/14–18 slashing damage

Norinco QBU-88 (Ranged) (5.8x42mm) (SL)

- 85ft (150ft with optic) (must spend 6 CP to sight in a target), 10r
- 6 CP (4 CP with magnified optic) +7 Single Shot attack, 5d4 ballistic damage
- 2 CP (1 CP with magnified optic) +1 Potshot attack, 5d4 ballistic damage
- 5 CP (3 CP with magnified optic) +4 Double Tap attack, 7d4 ballistic damage

Norinco QSZ-92 (Ranged) (9x19mm) (DAO)

- 30ft, 15r
- 4 CP +7 Single Shot attack, 2d6 ballistic damage
- 3 CP +1 Potshot attack, 2d6 ballistic damage
- 5 CP +5 Double Tap attack, 3d6 ballistic damage

Reach 5'**Fighting Space** 5' by 5'**Saves** Fort+3 | Ref+4 | Will+3**Armor**

- Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
- Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)

Skills

- **Acrobatics +7 (+10)
- **Athletics +7 (+10)
- Craft (Structural) +4
- Drive +4
- Knowledge (Tactics) +4
- Linguistics (Trade Bant Simp.) +Free
- Perception +9

§Stealth +11 (+14)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Skill Focus (Stealth)

Handgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Distance Rifle Specialist (–1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a –4 penalty for their attack roll within the first range increment.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Controlled Shot (Once per round, when making a single shot attack with a bolt action or sniper rifle, the character gains a +8 bonus to the attack. This attack must be the only attack the character makes in the round. This feat can also be used with the bonuses from the Dead Aim and Marksman Shot feats.)

Sling Steady (+2 bonus to single shot attacks while using a firearm with an attached sling that is worn around the user. The character may not use this feat if using a bipod or tripod to steady the weapon.)

Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)

Designated Marksman Rifle Expert (Additional –2 to CP cost when firing a DMR with a magnified optic, –9 to CP cost when clearing a jammed DMR, and when attempting to repair a designated marksman rifle the character gains a +6 bonus. Also, when a character with this feat reduces a creature to 0 CHP or less with a DMR with a magnified optic, the character does not have to spend any CP to sight in a new target.)

Organization

Variable

†Battle Value increases by 6 if the marksman is carrying his QSZ-92.

Possessions

- **Combat Loadout** Fatigues (with Oakland Maple Forest patterning), Tactical Vest (with Oakland Maple Forest patterning, a Canteen Pouch, a Grenade Pouch, a Sextuple Large Magazine Pouch, and Utility Pouch), Ballistic Combat Helmet (with Oakland Maple Forest patterning), Bayonet/Survival Knife, Norinco QBU-88 (with a Bipod, a permanent Fixed Stock, a Patrol Sling, and an 8x Telescopic Sight), 2 Smoke Grenades, 6 30 round QBB magazines loaded with 10 rounds of 5.8x42mm FMJ, Concealed Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 4 Field Dressings, Tourniquet
- **Marching/Traveling Loadout** Combat Loadout + Backpack, Norinco QSZ-92, 2 13 round QSZ magazines loaded with 13 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 4 Field Dressings, Tourniquet

Medic (Military) (Character Level 3)

Medic (Medium Human/Terran)

BV 27† LVL 3 CHP 14 XHP 22 CP 15 (2 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
12	12	10

Initiative +1
Defense 15 (+4 Armor, +1 DEX)
Touch 11 | Flat-footed 14
BAB +3
Grapple +4

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d6–2 bludgeoning damage (non-lethal)
3 CP +5 Standard attack, 1d6+1 bludgeoning damage (non-lethal)
5 CP +5 Heavy attack, 2d6+1 bludgeoning damage (non-lethal)
10 CP +5 Full attack, 3d6+5 bludgeoning damage (non-lethal)
Norinco QBZ Type 95 Carbine (Ranged) (5.8x42mm) (SL/Auto(F))
75ft, 30r
6 CP +5 Single Shot attack, 5d4 ballistic damage
2 CP –1 Potshot attack, 5d4 ballistic damage
5 CP +2 Double Tap attack, 7d4 ballistic damage
5 CP +2 12R Autofire attack, 6d4 ballistic damage
4 CP +1 6R Burst attack, 9d4 ballistic damage
3 CP –4 12R Sprayfire attack, 10d4 ballistic damage
3 CP –4 18R Sweepfire attack, 6d4 ballistic damage, 40ft cone
Norinco QSZ-92 (Ranged) (9x19mm) (DAO)
30ft, 15r
4 CP +5 Single Shot attack, 2d6 ballistic damage
3 CP –1 Potshot attack, 2d6 ballistic damage
5 CP +3 Double Tap attack, 3d6 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +2 | Ref +3 | Will +3
Armor
Tactical Vest (13/Ballistic, 4/Slashing; AP 65)
Ballistic Combat Helmet (5/Ballistic, Bludgeoning, Slashing; AP 20)
Skills

*Acrobatics +5 (+8)
**Athletics +5 (+8)
Craft (Structural) +3
Drive +3
Knowledge (Tactics) +3
Linguistics (Aiffesh) +Free
Linguistics (Trade Bant Simp.) +1
Perception +5
Stealth +4 (+7)
Treat Injury +6

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Handgun Specialist (–1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)
Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization
Variable

†Battle Value increases by 6 if the medic is carrying his QSZ-92.

Possessions

- **Combat Loadout** Fatigues (with Oakland Maple Forest patterning), Backpack, Tactical Vest (with Oakland Maple Forest patterning, a Canteen Pouch, a Grenade Pouch, a Kit Pouch, and a Utility Pouch), Ballistic Combat Helmet (with Oakland Maple Forest patterning), Norinco QBZ Type 95 Carbine (with a permanent Fixed Stock and a Patrol Sling), 2 Smoke Grenades, 5 30 round QBZ magazines loaded with 30 rounds of 5.8x42mm FMJ, Battle Belt (with a Quad Large Magazine Pouch, a Small Holster Pouch, and a Small Magazine Pouch), Small First Aid Kit, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Foodpod, 10 Field Dressings, 6 Tourniquets
- **Marching/Traveling Loadout** Combat Loadout + Norinco QSZ-92, 3 15 round QSZ magazines loaded with 15 rounds of 9x19mm FMJ, Tactical Caddy, Standard Binoculars, Multipurpose Tool, Shovel, 2 Foodpods, 8 Field Dressings, 4 Tourniquets

Maritime Forces of the United Island Nations of Terra

Boarding Marine, Shotgun (Military) (Character Level 4)

Boarding Marine (Medium Human/Terran)

BV 26 LVL 4 CHP 16 XHP 33 CP 15

STR	DEX	CON
14	12	14
INT	WIS	CHA
10	12	9

Linguistics (Trade Bant Simp.) +Free

Perception +7

*Stealth +5 (+6)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Skill Focus (Perception)

Shotgun Reloader (Reloading any shotgun with a magazine costs 2 CP. Reloading any shotgun from loose rounds or refilling a magazine costs 1 CP per round loaded. Once per turn, a character may load a shell directly into the barrel of a semi- automatic, pump, bolt, or lever action shotgun for no CPs, ejecting the chambered round on the ground.)

Shotgun Expert (Additional -1 to CP cost when firing a semi- or fully automatic shotgun, -11 to CP cost when clearing a jammed semi- or fully automatic shotgun, there is no CP cost to cycle a bolt, pump, or lever action shotgun and when attempting to repair a bolt, pump, lever semi- or fully automatic shotgun the character gains a +6 bonus. A character also gains a +4 attack bonus when performing a potshot attack with a semi- or fully automatic, bolt, pump or lever action shotgun.)

Improved Initiative (Character gains a +3 bonus to Initiative.)

Surface Vehicle Operation (Boats) (The character is proficient at operating that class of vehicle and takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Boarding Team (5) or Boarding Party (2 Boarding Teams)

Initiative +4

Defense 12 (+1 Armor, +1 DEX)

Touch 11 | Flat-footed 11

BAB +4

Grapple +6

Attack(s)

Survival Knife (Melee)

2 CP +6 Light attack, 1d4-1/14-18 slashing damage

3 CP +6 Standard attack, 1d4+2/14-18 slashing damage

5 CP +6 Heavy attack, 2d4+2/14-18 slashing damage

10 CP +6 Full attack, 3d4+6/14-18 slashing damage

Browning Auto-5 (Ranged) (12 Gauge) (SL)

40ft, 4r, 10% Error Range.

5 CP +6 Single Shot attack, 5d6 ballistic damage

1 CP +0 Potshot attack, 5d6 ballistic damage

4 CP +5 Double Tap attack, 7d6 ballistic damage

Colt 1911A1 (Ranged) (.45 ACP) (SA)

30ft, 7r

4 CP +6 Single Shot attack, 3d4+2 ballistic damage

3 CP +0 Potshot attack, 3d4+2 ballistic damage

6 CP +4 Double Tap attack, 5d4+2 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort+5 | Ref+4 | Will+3

Armor

Undercover Vest (10/Ballistic; AP 30)

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills

*Acrobatics +7 (+8)

Athletics +8 (+9)

Craft (Mechanical) +2

Drive +5

Knowledge (Tactics) +3

Possessions

Fatigues (with U.I.N. Sea Camouflage patterning), Backpack, Small Waist Pack, Flotation Vest, Shell Bag, Undercover Vest, Steel Combat Helmet, Bayonet/Survival Knife, Browning Auto-5 (with a Fixed Stock, a Smoothbore Barrel, and a Tactical Sling), Colt 1911A1, 40 12 Gauge 00 Buckshot Shells, 3 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Tactical Holster, Concealed Sheath, Compass, Clip-on Flashlight, Canteen (Great Quality Water), 2 Military MREs

Boarding Marine, SMG (Military) (Character Level 4)

Boarding Marine (Medium Human/Terran)

BV 32 LVL 4 CHP 16 XHP 33 CP 15

STR	DEX	CON
14	12	14
INT	WIS	CHA
10	12	9

Initiative +1
Defense 12 (+1 Armor, +1 DEX)
Touch 11 | Flat-footed 11
BAB +4
Grapple +6

Attack(s)

Survival Knife (Melee)
2 CP +6 Light attack, 1d4-1/14-18 slashing damage
3 CP +6 Standard attack, 1d4+2/14-18 slashing damage
5 CP +6 Heavy attack, 2d4+2/14-18 slashing damage
10 CP +6 Full attack, 3d4+6/14-18 slashing damage
Thompson M1928 (Ranged) (.45 ACP) (OB: SL/Auto(F)) (+1 Mastercraft)
45ft, 30r, 5% Error Range, -2 attack penalty to all Single Shot and Potshot attacks, and -1 penalty to all multi-shot attacks while using this weapon.
6 CP +5 Single Shot attack, 3d4+2 ballistic damage
2 CP -1 Potshot attack, 3d4+2 ballistic damage
5 CP +6 Double Tap attack, 5d4+2 ballistic damage
5 CP +4 12R Autofire attack, 4d4+2 ballistic damage
4 CP +4 6R Burst attack, 7d4+2 ballistic damage
3 CP +1 12R Sprayfire attack, 8d4+2 ballistic damage
3 CP +1 18R Sweepfire attack, 6d4+2 ballistic damage, 20ft cone
Colt 1911A1 (Ranged) (.45 ACP) (SA)
30ft, 7r
4 CP +7 Single Shot attack, 3d4+2 ballistic damage
3 CP +1 Potshot attack, 3d4+2 ballistic damage
5 CP +3 Double Tap attack, 5d4+2 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +4 | Will +3
Armor
Undercover Vest (10/Ballistic; AP 30)
Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)
Skills
*Acrobatics +7 (+8)

Athletics +8 (+9)
Craft (Mechanical) +2
Drive +5
Knowledge (Tactics) +3
Linguistics (Trade Bant Simp.) +Free
Perception +7
*Stealth +5 (+6)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Skill Focus (Perception)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Handgun Reloader (Reloading any handgun or machine pistol with a magazine or speedloader costs 2 CP. Reloading any handgun from loose rounds or refilling a magazine or speedloader costs 1 CP per round loaded.)
Surface Vehicle Operation (Boats) (The character is proficient at operating that class of vehicle and takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization
Boarding Team (5) or Boarding Party (2 Boarding Teams)

Possessions

Fatigues (with U.I.N. Sea Camouflage patterning), Backpack, 2 Small Waist Packs, Flotation Vest, Undercover Vest, Steel Combat Helmet, Bayonet/Survival Knife, Thompson M1928 (with a Fixed Stock, a Tactical Sling, and a Vertical Foregrip), Colt 1911A1, 3 30 round Thompson magazines loaded with 30 rounds of .45 ACP FMJ, 3 30 round Thompson magazines loaded with 30 rounds of .45 ACP JHP (3d4+4/3d4 ballistic damage against unarmored/Ba. armored), 3 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Tactical Holster, Concealed Sheath, Compass, Clip-on Flashlight, Canteen (Great Quality Water), 2 Military MREs

Marine Rifleman (Military) (Character Level 3)

Marine Rifleman (Medium Human/Terran)

BV 32 LVL 3 CHP 16 XHP 25 CP 15

STR	DEX	CON
13	10	14
INT	WIS	CHA
10	12	9

Initiative +0

Defense 10

Touch 10 | Flat-footed 10

BAB +3

Grapple +4

Attack(s)

Survival Knife (Melee)

2 CP +4 Light attack, 1d4-2/14-18 slashing damage

3 CP +4 Standard attack, 1d4+1/14-18 slashing damage

5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage

10 CP +4 Full attack, 3d4+5/14-18 slashing damage

Survival Knife Bayonet (Melee)

3 CP +4 Light attack, 2d4-2/14-18 piercing damage

4 CP +4 Standard attack, 2d4+1/14-18 piercing damage

6 CP +4 Heavy attack, 3d4+1/14-18 piercing damage

11 CP +4 Full attack, 4d4+5/14-18 piercing damage

M1 Carbine (Ranged) (.30 Carbine) (SL)

80ft, 30r, 5% Error Range.

6 CP +4 Single Shot attack, 3d6+1 ballistic damage

2 CP -2 Potshot attack, 3d6+1 ballistic damage

5 CP +2 Double Tap attack, 5d6+1 ballistic damage

Colt 1911A1 (Ranged) (.45 ACP) (SA)

30ft, 7r

5 CP +4 Single Shot attack, 3d4+2 ballistic damage

4 CP -2 Potshot attack, 3d4+2 ballistic damage

6 CP -1 Double Tap attack, 5d4+2 ballistic damage

Fragmentation Grenade (Ranged)

10ft (15ft blast radius)

5 CP +3 Throw attack 5d6 slashing damage

Reach 5' (15' when bayonet is attached to and used with rifle)

Fighting Space 5' by 5'

Saves Fort +4 | Ref +2 | Will +3

Armor

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills

*Acrobatics +6

Athletics +7

Craft (Structural) +2

Drive +3

Knowledge (Tactics) +2

Linguistics (Trade Bant Simp.) +Free

Perception +6

*Stealth +8

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Skill Focus (Perception)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)

Spear Specialist (When wielding a halberd, long spear, rifle bayonet, or short spear, gain an additional 5 feet of reach with spears and can strike adjacent foes with spears. Also, when wielding a halberd, long spear, rifle bayonet, or short spear every square that the spear can attack may double the movement cost for any hostile creatures. This effect does not stack.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Rifle Clubber (When executing a buttstroke attack with an assault, battle, carbine, or target rifle the character's damage is 1d8+STR modifier bludgeoning damage.)

Organization

Fire Team (4 riflemen plus 1 sergeant at Character Level 4) or squad (1d3+8 riflemen plus 1 sergeant at Character Level 5)

Possessions

- **Combat Loadout** Fatigues (with U.I.N. Jungle Tiger Stripe patterning), 3 Small Waist Packs, Flotation Vest, Steel Combat Helmet, Bayonet/Survival Knife, M1 Carbine (with a Bayonet Lug, a Fixed Stock, and a Patrol Sling), 2 Fragmentation Grenades, 5 30 round M1 Carbine magazines loaded with 30 rounds of .30 Carbine FMJ, Concealed Sheath, Compass, Clip-on Flashlight, Canteen (Great Quality Water), Military MRE
- **Marching/Travel Loadout** Combat Loadout + Backpack, Sleeping Bag, Colt 1911A1, 2 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Tactical Holster, Shovel, 2 Military MREs

Marine Corpsman (Military) (Character Level 3)

Marine Corpsman (Medium Human/Terran)

BV 32 LVL 3 CHP 16 XHP 21 ML 94† CP 15

STR	DEX	CON
13	10	12
INT	WIS	CHA
10	12	9

Initiative +0
Defense 10
Touch 10 | Flat-footed 10
BAB +3
Grapple +4

Attack(s)

Survival Knife (Melee)
2 CP +4 Light attack, 1d4-2/14-18 slashing damage
3 CP +4 Standard attack, 1d4+1/14-18 slashing damage
5 CP +4 Heavy attack, 2d4+1/14-18 slashing damage
10 CP +4 Full attack, 3d4+5/14-18 slashing damage
Survival Knife Bayonet (Melee)
3 CP +4 Light attack, 2d4-2/14-18 piercing damage
4 CP +4 Standard attack, 2d4+1/14-18 piercing damage
6 CP +4 Heavy attack, 3d4+1/14-18 piercing damage
11 CP +4 Full attack, 4d4+5/14-18 piercing damage
M1A1 Carbine (Ranged) (.30 Carbine) (SL)
80ft, 30r, 5% Error Range.
6 CP +4 Single Shot attack, 3d6+1 ballistic damage
2 CP -2 Potshot attack, 3d6+1 ballistic damage
5 CP +2 Double Tap attack, 5d6+1 ballistic damage
Colt 1911A1 (Ranged) (.45 ACP) (SA)
30ft, 7r
4 CP +5 Single Shot attack, 3d4+2 ballistic damage
3 CP -1 Potshot attack, 3d4+2 ballistic damage
5 CP +0 Double Tap attack, 5d4+2 ballistic damage

Spell(s)

7 Combat Points to release any Spell or Scroll.

(Healing Touch (touch), 2d2 HP, 9 uses, 4SP)

(Bandage Toss 20ft (ranged touch), 1d2 HP, remove 2 bleed damage dice, 9 uses, 4SP)

(Health Status (touch), 1d2 HP, Health Status Cantrip, remove 2 bleed damage dice, 9 uses, 3SP)

Scroll(s)

(Healing (touch), 4d2 HP, remove 2 bleed damage dice, 9 uses, 7SP)

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +2 | Ref +2 | Will +3
Armor
Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)
Skills
*Acrobatics +6
Athletics +7
Drive +2
Knowledge (Tactics) +2
Linguistics (Trade Bant Simp.) +Free
Perception +5
Spellschool (Conjuration) +5
*Stealth +4
Treat Injury +6
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Magical Apprentice (Conjuration) (-1 to SP cost when scribing spells of the chosen spellschool.)
Skill Focus (Perception)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Organization
Variable

†39 Mental Limit used.

Possessions

- **Combat Loadout** Fatigues (with U.I.N. Jungle Tiger Strip patterning), Backpack, 4 Small Waist Packs, Flotation Vest, Steel Combat Helmet, Bayonet/Survival Knife, M1A1 Carbine (with a Bayonet Lug, a Folding Stock, and a Patrol Sling), 6 15 round M1 Carbine magazines loaded with 15 rounds of .30 Carbine FMJ, bottle of Ink (enough to write up to 80 spells), Basic Fountain Pen, 3 Scroll-Formatted Loose Leaf pages of Cotton Paper (3 used), Cotton Paper Book (9 of 50 pages with spells written), Small First Aid Kit, Compass, Clip-on Flashlight, Canteen (Great Quality Water), Military MRE, 10 Field Dressings, 6 Tourniquets
- **Marching/Travel Loadout** Combat Loadout + Sleeping Bag, Colt 1911A1, 2 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Tactical Holster, Shovel, 2 Military MREs

Marine Machine Gunner (Military) (Character Level 3)**Marine Machine Gunner (Medium Human/Terran)**

BV 27 LVL 3 CHP 16 XHP 26 CP 15

STR	DEX	CON
14	10	14
INT	WIS	CHA
10	12	9

Initiative +0**Defense** 10

Touch 10 | Flat-footed 10

BAB +3**Grapple** +4**Attack(s)****Survival Knife (Melee)**

2 CP +4 Light attack, 1d4-1/14-18 slashing damage

3 CP +4 Standard attack, 1d4+2/14-18 slashing damage

5 CP +4 Heavy attack, 2d4+2/14-18 slashing damage

10 CP +4 Full attack, 3d4+6/14-18 slashing damage

Thompson M1928 (Ranged) (.45 ACP) (OB: SL/Auto(F)) (+1 Mastercraft)

55ft, 100r, 5% Error Range, -2 attack penalty to all Single Shot and Potshot attacks, and -1 penalty to all multi-shot attacks while using this weapon.

6 CP +3 Single Shot attack, 3d4+2 ballistic damage

2 CP -3 Potshot attack, 3d4+2 ballistic damage

5 CP +4 Double Tap attack, 5d4+2 ballistic damage

5 CP +2 12R Autofire attack, 4d4+2 ballistic damage

4 CP +2 6R Burst attack, 7d4+2 ballistic damage

3 CP -1 12R Sprayfire attack, 8d4+2 ballistic damage

3 CP +1 18R Sweepfire attack, 6d4+2 ballistic damage, 20ft cone

Colt 1911A1 (Ranged) (.45 ACP) (SA)

30ft, 7r

5 CP +4 Single Shot attack, 3d4+2 ballistic damage

4 CP -2 Potshot attack, 3d4+2 ballistic damage

6 CP +0 Double Tap attack, 5d4+2 ballistic damage

Reach 5'**Fighting Space** 5' by 5'**Saves** Fort+4 | Ref+2 | Will+3**Armor**

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills

*Acrobatics +6

Athletics +7

Craft (Structural) +2

Drive +3

Knowledge (Tactics) +2

Linguistics (Trade Bant Simp.) +Free

Perception +6

*Stealth +6

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Skill Focus (Perception)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Sling Steady (+2 bonus to single shot attacks while using a firearm with an attached sling that is worn around the user. The character may not use this feat if using a bipod or tripod to steady the weapon.)

Organization

Variable

##While using the bipod, the user does not receive any attack bonuses from grips or slings. Before adding the +3 bonus from a deployed bipod, subtract 1 from the to hit profiles for Double Tap and Autofire, and subtract 2 from the Sprayfire and Sweepfire statistics.

Possessions

- **Combat Loadout** Fatigues (with U.I.N. Jungle Tiger Stripe patterning), Backpack, 3 Small Waist Packs, Flotation Vest, Steel Combat Helmet, Bayonet/Survival Knife, Thompson M1928 (with a Bipod##, an Extended Barrel, a Fixed Stock, a Patrol Sling, and a Vertical Foregrip), Colt 1911A1, 4 100 round Thompson magazines loaded with 100 rounds of .45 ACP FMJ, 2 7 round 1911 magazines loaded with 7 rounds of .45 ACP FMJ, Tactical Holster, Concealed Sheath, Compass, Clip-on Flashlight, Canteen (Great Quality Water), Military MRE
- **Marching/Travel Loadout** Combat Loadout + Sleeping Bag, Shovel, 2 Military MREs

Armed Forces of Ostwold

Ustvorn Armed Forces

Rifleman (Military) (Character Level 3)

Rifleman (Medium Dragonbreed)

BV 47† LVL 3 CHP 16 XHP 23 CP 13 (1 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
10	12	8

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-footed 12
BAB +3
Grapple +5

Attack(s)

Claws (Melee)
2 CP +5 Light attack, 1d4-1 slashing damage
3 CP +5 Standard attack, 1d4+2 slashing damage
5 CP +5 Heavy attack, 2d4+2 slashing damage
10 CP +5 Full attack, 3d4+6 slashing damage

Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 acid damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Field Knife (Melee)
3 CP +5 Light attack, 2d3-1/14-18 slashing damage
4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
6 CP +5 Heavy attack, 3d3+2/14-18 slashing damage
11 CP +5 Full attack, 4d3+6/14-18 slashing damage

Field Knife Bayonet (Melee)
3 CP +5 Light attack, 3d3/14-18 piercing damage
4 CP +5 Standard attack, 3d3+3/14-18 piercing damage
6 CP +5 Heavy attack, 4d3+3/14-18 piercing damage
11 CP +5 Full attack, 5d3+7/14-18 piercing damage

IMI Galil ACE 52 (Ranged) (7.62x51mm) (SL/Auto(M))
85ft, 25r
5 CP +5 Single Shot attack, 5d6 ballistic damage
1 CP -1 Potshot attack, 5d6 ballistic damage
5 CP +3 Double Tap attack, 7d6 ballistic damage
5 CP +3 10R Autofire attack, 5d6 ballistic damage
4 CP +2 5R Burst attack, 8d6 ballistic damage
3 CP -1 10R Sprayfire attack, 9d6 ballistic damage
3 CP -1 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

IMI Desert Eagle Mark VII (Ranged) (.50 Action Express) (SA)
50ft, 7r
6 CP +5 Single Shot attack, 3d6+2 ballistic damage
4 CP -1 Potshot attack, 3d6+2 ballistic damage
6 CP +1 Double Tap attack, 5d6+2 ballistic damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)
Fighting Space 5' by 5'
Saves Fort +3 | Ref +1 | Will +4
Armor
(DR 3/Acid)
Swordman's Vest (12 Slashing, 8/Bludgeoning, Piercing, 4/Ballistic; AP 100)
Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)
Skills
**Acrobatics +6 (+8)
**Athletics +6 (+8)
Knowledge (Civics) +2
Knowledge (Tactics) +2
Linguistics (Lungdao) +1
Perception +6
Stealth +3 (+5)

Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Spear Martial Arts (When wielding a halberd, long spear, rifle bayonet, or short spear the Critical Threat range is 14-18.)
Organization
Fire Team (3 Riflemen plus 1 sergeant at Character Level 4) or squad (1d3+6 Riflemen plus 1 sergeant at Character Level 4)

†Battle Value increases by 7 if the rifleman is carrying his IMI Desert Eagle Mark VII.

Possessions

- Combat Loadout** Fatigues (with Ustvorn Desert Beige patterning), 3 Small Waist Packs, LBE Gear Rifle Rig, Swordman's Vest, Steel Combat Helmet (with Ustvorn Desert Beige patterning), Bayonet/Field Knife, IMI Galil ACE 52 (with a Bayonet Lug, a Fixed Stock, a Patrol Sling, and a Threaded Barrel), 5 25 round 7.62 Galil magazines loaded with 25 rounds of 7.62x51mm FMJ, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Ustvorn Military MRE, 4 Field Dressings, Tourniquet
- Marching/Travel Loadout** Combat Loadout + Backpack, IMI Desert Eagle Mark VII, 2 7 round Desert Eagle .50AE magazines loaded with 7 rounds of .50 Action Express FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 3 Ustvorn Military MREs, 4 Field Dressings, Tourniquet

Designated Marksman (Military) (Character Level 3)

Designated Marksman (Medium Dragonbreed)

BV 47† LVL 3 CHP 16 XHP 23 CP 13 (1 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	8

Initiative +1

Defense 13 (+2 Armor, +1 DEX)

Touch 11 | Flat-footed 12

BAB +3

Grapple +5

Attack(s)

Claws (Melee)

- 2 CP +5 Light attack, 1d4-1 slashing damage
- 3 CP +5 Standard attack, 1d4+2 slashing damage
- 5 CP +5 Heavy attack, 2d4+2 slashing damage
- 10 CP +5 Full attack, 3d4+6 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 6d2 electricity damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) are Paralyzed for 1 round on a failed Fortitude Saving Throw.

Field Knife (Melee)

- 3 CP +5 Light attack, 2d3-1/14-18 slashing damage
- 4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
- 6 CP +5 Heavy attack, 2d3+2/14-18 slashing damage
- 11 CP +5 Full attack, 4d3+6/14-18 slashing damage

Field Knife Bayonet (Melee)

- 3 CP +5 Light attack, 3d3/14-18 piercing damage
- 4 CP +5 Standard attack, 3d3+3/14-18 piercing damage
- 6 CP +5 Heavy attack, 4d3+3/14-18 piercing damage
- 11 CP +5 Full attack, 5d3+7/14-18 piercing damage

IMI Galil ACE 53 (Ranged) (7.62x51mm) (SL/Auto(M))

95ft (120ft with optic) (must spend 6 CP to sight in a target), 25r

5 CP +5 Single Shot attack, 5d6 ballistic damage

1 CP -1 Potshot attack, 5d6 ballistic damage

5 CP +2 Double Tap attack, 7d6 ballistic damage

5 CP +2 10R Autofire attack, 5d6 ballistic damage

4 CP +3 5R Burst attack, 8d6 ballistic damage

3 CP -2 10R Sprayfire attack, 9d6 ballistic damage

3 CP -2 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone

IMI Desert Eagle Mark VII (Ranged) (.50 Action Express) (SA)

50ft, 7r

6 CP +5 Single Shot attack, 3d6+2 ballistic damage

4 CP -1 Potshot attack, 3d6+2 ballistic damage

6 CP +0 Double Tap attack, 5d6+2 ballistic damage

Reach 5' (10' when attacking with a bayonet that is attached to rifle, cannot strike adjacent foes with this weapon)

Fighting Space 5' by 5'

Saves Fort +3 | Ref +2 | Will +3

Armor

(DR 3/Electricity)

Swordman's Vest (12 Slashing, 8/Bludgeoning, Piercing, 4/Ballistic; AP 100)

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills

Acrobatics +6 (+8)

**Athletics +6 (+8)

Knowledge (Civics) +2

Knowledge (Tactics) +2

Linguistics (Lungdao) +1

Perception +6

**Stealth +3 (+5)

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Distance Rifle Specialist (-1 to CP cost when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle, +1 bonus to all attacks with these firearms. Also, when firing an anti-materiel, bolt action, designated marksman rifle, or sniper rifle while using a magnified optic of 1.5x or greater, a character does not receive a -4 penalty for their attack roll within the first range increment.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Archaic Weapons Proficiency (Spears) (Grants proficiency with the chosen class of weaponry.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Leading Target (When attacking, a character may ignore a target's DEF bonuses due to movement.)

Organization

Variable

†Battle Value increases by 6 if the marksman is carrying his IMI Desert Eagle Mark VII.

Possessions

- **Combat Loadout** Fatigues (with Ustvorn Desert Beige patterning), 3 Small Waist Packs, LBE Gear Rifle Rig, Swordman's Vest, Steel Combat Helmet (with Ustvorn Desert Beige patterning), Bayonet/Field Knife, IMI Galil ACE 53 (with Bayonet Lug, a Bipod, a Fixed Stock, a Patrol Sling, a 2x Telescopic Sight, and a Threaded Barrel), 2 Smoke Grenades, 5 25 round 7.62 Galil magazines loaded with 25 rounds of 7.62x51mm FMJ, Tactical Sheath, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Ustvorn Military MRE, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, IMI Desert Eagle Mark VII, 2 7 round Desert Eagle .50AE magazines loaded with 7 rounds of .50 Action Express FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 3 Ustvorn Military MREs, 4 Field Dressings, Tourniquet

Medic (Military) (Character Level 3)

Medic (Medium Dragonbreed)

BV 42† LVL 3 CHP 15 XHP 21 CP 13 (1 to begin moving)

STR	DEX	CON
13	12	12
INT	WIS	CHA
12	12	8

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-footed 12
BAB +3
Grapple +4

Attack(s)

Claws (Melee)
2 CP +4 Light attack, 1d4–2 slashing damage
3 CP +4 Standard attack, 1d4+1 slashing damage
5 CP +4 Heavy attack, 2d4+1 slashing damage
10 CP +4 Full attack, 3d4+5 slashing damage
Breath Weapon (Ranged)
10ft (cone) or 20ft (line)
8 CP (automatic hit) 6d2 fire damage, [TN12 Ref] half damage, [TN18 Fort] avoid effect, target(s) catch fire for 1d4 fire damage for 1d3+1 rounds on a failed Fortitude Saving Throw.
Field Knife (Melee)
3 CP +4 Light attack, 2d3–2/14-18 slashing damage
4 CP +4 Standard attack, 2d3+1/14-18 slashing damage
6 CP +4 Heavy attack, 3d3+1/14-18 slashing damage
11 CP +4 Full attack, 4d3+5/14-18 slashing damage
IMI Galil MAR (Ranged) (7.62x51mm) (SL/Auto(M))
70ft, 25r
5 CP +5 Single Shot attack, 5d6 ballistic damage
1 CP –1 Potshot attack, 5d6 ballistic damage
5 CP +1 Double Tap attack, 7d6 ballistic damage
5 CP +1 10R Autofire attack, 5d6 ballistic damage
4 CP +0 5R Burst attack, 8d6 ballistic damage
3 CP –3 10R Sprayfire attack, 9d6 ballistic damage
3 CP –3 15R Sweepfire attack, 5d6 ballistic damage, 40ft cone
IMI Desert Eagle Mark VII (Ranged) (.50 Action Express) (SA)
50ft, 7r
5 CP +6 Single Shot attack, 3d6+2 ballistic damage
3 CP +0 Potshot attack, 3d6+2 ballistic damage
5 CP +0 Double Tap attack, 5d6+2 ballistic damage
Reach 5'
Fighting Space 5' by 5'

Saves Fort +2 | Ref +3 | Will +3
Armor
(DR 3/Fire)
Swordman’s Vest (12 Slashing, 8/Bludgeoning, Piercing, 4/Ballistic; AP 100)
Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)
Skills
**Acrobatics +6 (+8)
**Athletics +6 (+8)
Knowledge (Earth and Life Sciences) +3
Knowledge (Tactics) +2
Linguistics (Lungdao) +1
Perception +8
Stealth +2 (+4)
Treat Injury +6
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Healing Knack (The character does not require a first aid kit to stop bleeding, stabilize a dying character or to revive a Dazed, Stunned, or Unconscious character.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Organization
Variable
†Battle Value increases by 7 if the medic is carrying his IMI Desert Eagle Mark VII.

Possessions

- **Combat Loadout** Fatigues (with Ustvorn Desert Beige patterning), Backpack, 3 Small Waist Packs, LBE Gear Rifle Rig, Swordman’s Vest, Steel Combat Helmet (with Ustvorn Desert Beige patterning), Bayonet/Field Knife, IMI Galil MAR (with a Fixed Folding Stock, a Patrol Sling, and a Threaded Barrel), 2 Smoke Grenades, 5 25 round 7.62 Galil magazines loaded with 25 rounds of 7.62x51mm FMJ, Tactical Sheath, Small First Aid Kit, Professional Radio, Compass, 2 Flares, Clip-on Flashlight, Canteen (Exquisite Quality Water), Ustvorn Military MRE, 10 Field Dressings, 6 Tourniquets
- **Marching/Travel Loadout** Combat Loadout + IMI Desert Eagle Mark VII, 2 7 round Desert Eagle .50AE magazines loaded with 7 rounds of .50 Action Express FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 3 Ustvorn Military MREs, 8 Field Dressings, 4 Tourniquets

Squad Gunner (Military) (Character Level 4)

Squad Gunner (Medium Dragonbreed)

BV 39† LVL 4 CHP 17 XHP 33 CP 13 (1 to begin moving)

STR	DEX	CON
16	12	14
INT	WIS	CHA
10	12	8

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
 Touch 11 | Flat-footed 12
BAB +4
Grapple +7

Attack(s)

Claws (Melee)
 1 CP +9 Light attack, 1d4 slashing damage
 2 CP +9 Standard attack, 1d4+3 slashing damage
 4 CP +9 Heavy attack, 2d4+3 slashing damage
 9 CP +9 Full attack, 3d4+7 slashing damage

Breath Weapon (Ranged)
 10ft (cone) or 20ft (line)
 8 CP (automatic hit) 7d2 cold damage, [TN13 Ref] half damage, [TN20 Fort] avoid effect, target(s) lose 1d3 Combat Points for 1d3+1 rounds on a failed Fortitude Saving Throw.

FN MAG (Ranged) (7.62x51mm) (OB:Auto(F))
 120ft, 100r
 6 CP +3 Single Shot attack, 5d6 ballistic damage
 2 CP -3 Potshot attack, 5d6 ballistic damage
 5 CP +3 Double Tap attack, 7d6 ballistic damage
 5 CP +2 12R Autofire attack, 6d6 ballistic damage
 4 CP +2 6R Burst attack, 9d6 ballistic damage
 3 CP -1 12R Sprayfire attack, 10d6 ballistic damage
 3 CP +1 18R Sweepfire attack, 6d6 ballistic damage, 40ft cone

IMI Desert Eagle Mark VII (Ranged) (.50 Action Express) (SA)
 50ft, 7r
 6 CP +6 Single Shot attack, 3d6+2 ballistic damage
 4 CP +0 Potshot attack, 3d6+2 ballistic damage
 6 CP +3 Double Tap attack, 5d6+2 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +3 | Will +4
Armor
 (DR 3/Cold)
 Swordman's Vest (12 Slashing, 8/Bludgeoning, Piercing, 4/Ballistic; AP 100)

Steel Combat Helmet (2/Ballistic, Bludgeoning, Slashing; AP 25)

Skills
 **Acrobatics +8 (+10)
 **Athletics +8 (+10)
 Knowledge (Civics) +3
 Knowledge (Tactics) +3
 Linguistics (Lungdao) +1
 Perception +5
 Stealth +3 (+5)

Feats
 Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
 Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
 Machine Gun Specialist (-1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)
 General Purpose Machine Gunner (Grants proficiency with GPMGs.)
 Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
 Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
 Weapon Expertise (Claws) (Character gains a +2 bonus on all attack rolls they make using the selected weapon, and the CP cost is 1 less when using the selected weapon. The attack bonus and the CP reduction does not stack with any other feats that grant attack bonuses or reduce CP cost.)
 Quickshot (The character can treat an automatic-only weapon as if it has a semi-automatic rate of fire.)
 Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)

Organization
 Team (1 squad gunner plus 2 riflemen (as ammunition carriers or assistants)

†Battle Value increases by 7 if the squad gunner is carrying his IMI Desert Eagle Mark VII.

Possessions

- **Combat Loadout** Fatigues (with Ustvorn Desert Beige patterning), 3 Small Waist Packs, Swordman's Vest (with 4 Utility Pouches), Steel Combat Helmet (with Ustvorn Desert Beige patterning), FN MAG (with Bipod, Fixed Stock, and a Patrol Sling), 1 100 round ammo box with a linked ammunition belt loaded with 100 rounds of 7.62x51mm FMJ, 4 100 round linked ammunition belts loaded with 100 rounds of 7.62x51mm FMJ, Professional Radio, Compass, Clip-on Flashlight, Canteen (Exquisite Quality Water), Ustvorn Military MRE, 4 Field Dressings, Tourniquet
- **Marching/Travel Loadout** Combat Loadout + Backpack, IMI Desert Eagle Mark VII, 2 7 round Desert Eagle .50AE magazines loaded with 7 rounds of .50 Action Express FMJ, Tactical Holster/Caddy, Standard Binoculars, Shovel, 3 Ustvorn Military MREs, 4 Field Dressings, Tourniquet

Bandit/Marauder Squad Leader (Character Level 2)

Bandit/Marauder Squad Leader (Medium Human/Terran)

BV 28 LVL 2 CHP 14 XHP 14 CP 15

STR	DEX	CON
13	12	12
INT	WIS	CHA
9	11	10

Initiative +1

Defense 11 (+1 DEX)

Touch 11 | Flat-footed 10

BAB +2

Grapple +3

Attack(s)

Survival Knife (Melee)

1 CP +3 Light attack, 1d4-2/14-18 slashing damage

2 CP +3 Standard attack, 1d4+1/14-18 slashing damage

4 CP +3 Heavy attack, 2d4+1/14-18 slashing damage

9 CP +3 Full attack, 3d4+5/14-18 slashing damage

AK-103 (Ranged) (7.62x39mm) (SL/Auto(M))

70ft, 30r, +30% Error Range with Surplus ammunition.

6 CP +4 Single Shot attack, 4d6+2 ballistic damage

2 CP -2 Potshot attack, 4d6+2 ballistic damage

5 CP +0 Double Tap attack, 6d6+2 ballistic damage

5 CP +0 10R Autofire attack, 4d6+2 ballistic damage

4 CP -1 5R Burst attack, 7d6+2 ballistic damage

3 CP -4 10R Sprayfire attack, 8d6+2 ballistic damage

3 CP -4 15R Sweepfire attack, 4d6+2 ballistic damage, 35ft cone

Defensive Grenade (Ranged)

10ft (25ft blast radius)

5 CP +3 Throw attack 3d4 slashing damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +3 | Ref +2 | Will +1

Armor

Flak Vest (3/Slashing; AP 21)

Skills

Acrobatics +3

Athletics +5

\$Disable Device +2

Drive +2

Knowledge (Streetwise) +4

Perception +4

Ride +2

Stealth +4

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Skill Focus (Athletics)

Simple Weapon Specialist (Survival Knife) (-1 to CP cost when attacking with the chosen simple weapon.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Solitary or group (2d4 bandits plus 1 bandit squad leader)

Possessions

Casual Clothes (Mild Weather), 3 Small Waist Packs, Flak Vest, Survival Knife, AK-103 (with a Bayonet Lug, a Folding Stock, a Patrol Sling, and a Threaded Barrel), Defensive Grenade, 5 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm Surplus, Tactical Sheath, Lighter, Canteen (Good Quality Water)

Car Jacker/Street Mugger (Criminal) (Ordinary Level 1)

Car Jacker/Street Mugger (Small Kobold)

BV 8 LVL1 CHP 8 XHP 6 CP18

STR	DEX	CON
10	16	10
INT	WIS	CHA
10	12	7

Initiative +6
Defense 14 (+3 DEX, +1 Size)
Touch 14 | Flat-Footed 11
BAB +1
Grapple -3

Attack(s)

Pocket Knife (Melee)
1 CP +0 Light attack, 1d4-3/15-18 piercing damage
2 CP +0 Standard attack, 1d4/15-18 piercing damage
4 CP +0 Heavy attack, 2d4/15-18 piercing damage
9 CP +0 Full attack, 3d4+4/15-18 piercing damage
Hi-Point 915 (Ranged) (9x19mm) (PA)
25ft, 8r, 10% Error Range, -2 penalty to Stealth checks to hide this weapon.
5 CP +5 Single Shot attack, 2d6 ballistic damage
4 CP -1 Potshot attack, 2d6 ballistic damage
6 CP -1 Double Tap attack, 3d6 ballistic damage
Reach 5'

Fighting Space 5' by 5'
Special Qualities Blindsight 35', Darkvision 50', Low-Light Vision, Non-Verbal Communication, Receptive Healing, Scent
Saves Fort +0 | Ref +3 | Will +1
Armor
None
Skills
Acrobatics +4
Athletics +2
**Disable Device +6
\$Drive +4
**Knowledge (Streetwise) +4
Perception +4 (+8 for scent-based checks)
Stealth +4
Feats
Simple Weapon Specialist (Pocket Knife) (-1 to CP cost when attacking with the chosen simple weapon.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Improved Initiative (Character gains a +3 bonus to Initiative.)
Organization
Solitary

Possessions

Casual Clothes (for appropriate temperature range), Pocket Knife (with Retractable upgrade), Hi-Point 915, 2 8 round Hi-Point 9mm magazines loaded with 8 rounds of 9x19mm FMJ, Standard Smartphone, 1d4 WP in cash

Dumpster Defender (Blue Collar) (Character Level 1)

Dumpster Defender (Medium Human/Terran)

BV 11 LVL 1 CHP 12 XHP 7 CP 15

STR	DEX	CON
12	10	10
INT	WIS	CHA
10	10	8

Initiative +0

Defense 10

Touch 10 | Flat-footed 10

BAB +1

Grapple +2

Attack(s)

Remington Tac-13 (Ranged) (12 Gauge) (SL)

45ft. 5r

5 CP +2 Single Shot attack, 5d6 ballistic damage

3 CP -4 Potshot attack, 5d6 ballistic damage

5 CP -5 Double Tap attack, 7d6 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort+1 | Ref+0 | Will+2

Armor

None

Skills

Athletics +3

**Craft (Mechanical) +3

****Craft (Structural) +3**

Drive +2

Knowledge (Civics) +3

Knowledge (Tactics) +1

Perception +3

Feats

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Shotgun Specialist (-1 to CP cost when firing any shotgun, +1 bonus to all attacks with these firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Organization

Solitary or pair

Possessions

Casual Clothes (Mild Weather), Remington Tac-13 (with a Coach Gun Smoothbore Barrel and a Pistol Grip), 5 loose rounds of 12 Gauge 00 Buckshot Shells, Lighter, more resolve to defend what is his than you do

Gun Runner (Criminal) (Character Level 2)

Gun Runner (Medium Desert Elf)

BV12 LVL2 CHP10 XHP12 CP17

STR	DEX	CON
11	14	11
INT	WIS	CHA
12	14	12

Initiative +2
Defense 14 (+2 Armor, +2 DEX)
Touch 12 | Flat-footed 12
BAB +2
Grapple +2

Attack(s)

Wilson Combat Classic (Ranged) (.38 Super/.38 ACP) (SA) (+2 Mastercraft)
35ft, 9r
4 CP +9 Single Shot attack, 2d6+3 ballistic damage (JHP)
3 CP +3 Potshot attack, 2d6+3 ballistic damage (JHP)
5 CP +5 Double Tap attack, 3d6+3 ballistic damage (JHP)

Reach 5'
Fighting Space 5' by 5'
Special Qualities Blindsight 35'
Saves Fort+1 | Ref+4 | Will+2
Armor
Low-Profile Armor (6/Ballistic; AP 18)

Skills
Acrobatics +2 (+3)
Athletics +1 (+2)
Knowledge (Business) +6
*Knowledge (Streetwise) +8
Knowledge (Tactics) +5
Perception +6
*Presence +8

Speechcraft +4
§Stealth +3 (+4)
Feats
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Ballistic Specialization (Intermediate Rimless) (When using the listed category, any CRP (if applicable) is reduced by 25% rounded down. This reduction is calculated after any ammunition modifications that may raise or lower the Caliber Recoil Penalty, but not before any recoil reducing modifications on the firearm. When reloading a batch of ammunition of this caliber, they receive a +8 bonus on their Craft check, and reduces any error chance from using this ammunition by 15%. When Enchanting ammunition of this caliber, reduce the SP cost of the spell by 2.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Knowledge (Streetwise))
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Organization
Solitary or with bodyguards and porters to carry boxes or crates of firearms

Possessions

Business Clothes (Mild Weather), Overcoat, Sunglasses, Low-Profile Armor, Wilson Combat Classic (with a Precision Barrel), 3 9 round .38 1911 magazines loaded with 9 rounds of .38 ACP JHP (2d6+3/2d6-1 ballistic damage against unarmored/Ba. armored), Shoulder Holster, High-end Smartphone, Full-Sized SUV (with Light Armor Upgrade and Run-Flat Upgrade), 8d4 WP in cash

Private Security Contractor (Security) (Character Level 3)

Private Security Contractor (Medium Dragonbreed)

BV 41 LVL 3 CHP 16 XHP 22 CP 13

STR	DEX	CON
13	14	13
INT	WIS	CHA
10	12	8

Initiative +2

Defense 13 (+1 Armor, +2 DEX)

Touch 12 | Flat-Footed 11

BAB +3

Grapple +4

Attack(s)

Claws (Melee)

2 CP +4 Light attack, 1d4–2 slashing damage

3 CP +4 Standard attack, 1d4+1 slashing damage

5 CP +4 Heavy attack, 2d4+1 slashing damage

10 CP +4 Full attack, 3d4+5 slashing damage

Breath Weapon (Ranged)

10ft (cone) or 20ft (line)

8 CP (automatic hit) 6d2 acid damage, [TN10 Ref] half damage, [TN18 Fort] avoid effect, target(s) suffer half of the original amount of damage inflicted in the following round on a failed Fortitude Saving Throw.

Pocket Knife (Melee)

1 CP +4 Light attack, 1d4–2/15–18 piercing damage

2 CP +4 Standard attack, 1d4+1/15–18 piercing damage

4 CP +4 Heavy attack, 2d4+1/15–18 piercing damage

9 CP +4 Full attack, 3d4+5/15–18 piercing damage

M7B (Ranged) (.28 Caseless) (SL/Auto(M))

30ft, 55r

5 CP +6 Single Shot attack, 1d12+3 ballistic damage

3 CP +0 Potshot attack, 1d12+3 ballistic damage

5 CP +5 Double Tap attack, 2d12+3 ballistic damage

5 CP +5 10R Autofire attack, 1d12+3 ballistic damage

4 CP +6 5R Burst attack, 3d12+3 ballistic damage

3 CP +1 10R Sprayfire attack, 5d12+3 ballistic damage

3 CP +1 15R Sweepfire attack, 1d12+3 ballistic damage, 15ft cone

†M6C (Ranged) (.28 Caseless) (PA)

40ft, 18r, –1 penalty to Stealth checks to hide this weapon.

5 CP +8 Single Shot attack, 1d12+3 ballistic damage

3 CP +2 Potshot attack, 1d12+3 ballistic damage

5 CP +3 Double Tap attack, 2d12+3 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +3 | Ref +4 | Will +3

Armor

MOLLE with Vest Carbon Nanotube Plates (10/Ballistic, 1/Ba. Piercing; AP 50)

Undercover Vest (10/Ballistic; AP 30)

Skills

Acrobatics +5 (+6)

Athletics +5 (+6)

*Drive +4

Linguistics (Trade Bant Simp.) +1

Knowledge (Tactics) +5

**Perception +7

§Stealth +4 (+5)

Treat Injury +4

Feats

Simple Weapon Specialist (Pocket Knife) (–1 to CP cost when attacking with the chosen simple weapon.)

Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Organization

Fire Team (4 plus 1 sergeant at Character Level 4)

†The bonuses granted by this weapon's Custom Grip upgrade applies only when used by this character (see pg. 167 of the Core Rulebook for more details).

Possessions

- **Combat Loadout** Casual Clothes (for appropriate temperature range), a patrol cap, 2 Small Waist Packs, MOLLE Vest (Carbon Nanotube Plates, a Pellet Pouch, a Sextuple Large Magazine Pouch, and a Utility Pouch), Pocket Knife (with Retractable upgrade), M7B (with an Integral Stock, a permanent Tactical Flashlight, a Tactical Sling, and a Vertical Foregrip), M6C (with a Custom Grip, a permanent Tactical Flashlight, and a Threaded Barrel), 4 Slippery Pellets, Tactical Holster/Caddy, 6 55 round M7 series magazines loaded with 35 rounds of .28 Caseless FMJ, 3 12 round M6/M7 series magazines loaded with 12 rounds of .28 Caseless FMJ, Professional Radio (output to headset), Clip-on Flashlight, Canteen (Exquisite Quality Water), 4 Field Dressings, Tourniquet
- **Guard Patrol Loadout** Combat Loadout + Backpack, Standard Binoculars, Multipurpose Tool, 3 Foodpods, 4 Field Dressings, Tourniquet

Panzer Trooper (Law Enforcement) (Character Level 5)

Panzer Trooper (Medium Human/Terran)

BV 39 LVL 5 CHP 15 XHP 34 CP 15 (4 to begin moving)

STR	DEX	CON
16 (20)	12	13
INT	WIS	CHA
12	12	10

Initiative +1
Defense 17 (+6 Armor, +1 DEX)
Touch 11 | Flat-Footed 16
BAB +5
Grapple +10

Attack(s)

Unarmed Strike (Melee)
2 CP +9 Light attack, 1d6+2 bludgeoning damage (non-lethal)
3 CP +9 Standard attack, 1d6+5 bludgeoning damage (non-lethal)
5 CP +9 Heavy attack, 2d6+5 bludgeoning damage (non-lethal)
10 CP +9 Full attack, 3d6+9 bludgeoning damage (non-lethal)
Sturmgewehr 44 (Ranged) (7.92x33mm Kurz) (SL/Auto(M))
70ft, 30r
5 CP +7 Single Shot attack, 3d8 ballistic damage
1 CP +1 Potshot attack, 3d8 ballistic damage
5 CP +7 Double Tap attack, 5d8 ballistic damage
5 CP +7 10R Autofire attack, 3d8 ballistic damage
4 CP +7 5R Burst attack, 6d8 ballistic damage
3 CP +5 10R Sprayfire attack, 7d8 ballistic damage
3 CP +5 15R Sweepfire attack, 3d8 ballistic damage, 35ft cone
Walther P38 (Ranged) (9x19mm) (DA) (+1 Mastercraft)
30ft, 8r, +2 bonus to Stealth checks to hide this weapon.
4 CP +8 Single Shot attack, 2d6 ballistic damage
3 CP +2 Potshot attack, 2d6 ballistic damage
5 CP +8 Double Tap attack, 3d6 ballistic damage
†Stun Grenade (Ranged)
10ft (25ft blast radius)
5 CP +6 Throw attack, special damage
Reach 5'
Fighting Space 5' by 5'
Saves Fort +5 | Ref +4 | Will +4
Armor
††Forced Entry Unit (21/Ballistic, Ba. Piercing, 10/Piercing, Slashing; AP 225)
Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)
Skills
Acrobatics +5 (+10)
Athletics +6 (+11), (+13 with servos)
Drive +4
*Knowledge (Civics) +8
Knowledge (Tactics) +5
Linguistics (GM's choice) +Free
Perception +9 (reduced to +4 for sight-based checks when using infrared goggles)
**Presence +7 (+9 with uniform)
§Stealth +0 (+5)
Feats
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)
Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Close Combat Rifleman (Character incurs no penalty when firing at an adjacent foe while using an assault, battle, or target rifle. -1 to CP cost when using a carbine rifle to buttstroke attack.)
Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Organization
Element (2 panzer troopers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d6 rounds.

††This armor protects the torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas. This armor can accept a single set of Armor Plates. With its Custom Fitting upgrade, this armor, when worn by the intended user, grants a +1 maximum Agility (DEX) bonus, a 50% increase in Armor Points, and a +1 equipment bonus to Defense (all included in profile). The Light Limb Protectors grant an additional 5 Armor Points (all included in profile) and increase the armor's weight by 5%.

‡The Custom Fitting upgrade only applies when the armor is worn by the person that the armor was fitted for. The Strength Servos upgrade for this armor requires one coolant pack (of any kind) for every 6 hours of operation to continue to function properly.

Possessions

Police Uniform, Small Waist Pack, ‡Forced Entry Unit (with Black Camouflage Patterning, Custom Fitting, a Dual Large Coolant Pouch, a Grenade Pouch, Light Limb Protectors [Legs & Feet], a Quad Large Magazine Pouch, Strength Servos, and a Utility Pouch), Advanced Ballistic Combat Helmet (with Black Camouflage Patterning, mounted Active Hearing Protection, Gas Mask, and Infrared Goggles), Sturmgewehr 44 (with a Synthetic Stock and a Tactical Sling), Walther P38, 2 Stun Grenades, Tactical Holster/Caddy, 5 30 round Sturmgewehr 44 magazines loaded with 30 rounds of 7.92x33mm Kurz FMJ, 2 P38 magazines loaded with 8 rounds of 9x19mm FMJ, Professional Radio, 2 Standard Coolant Packs, 10 Zip-tie Handcuffs

Panzer Trooper, Machine Gunner (Law Enforcement) (Character Level 6)

Panzer Trooper, Machine Gunner (Medium Human/Terran)

BV 36 LVL 6 CHP 16 XHP 46 CP 15 (4 to begin moving)

STR	DEX	CON
16 (20)	12	14
INT	WIS	CHA
12	12	10

Initiative +1

Defense 17 (+6 Armor, +1 DEX)

Touch 11 | Flat-Footed 16

BAB +6

Grapple +11

Attack(s)

Unarmed Strike (Melee)

2 CP +10 Light attack, 1d6+2 bludgeoning damage (non-lethal)

3 CP +10 Standard attack, 1d6+5 bludgeoning damage (non-lethal)

5 CP +10 Heavy attack, 2d6+5 bludgeoning damage (non-lethal)

10 CP +10 Full attack, 3d6+9 bludgeoning damage (non-lethal)

MG42 (Ranged) (7.92x57mm Mauser) (OB:Auto(F))

125ft, 100r, 10% Error Range, add +1 bonus to all multi-shot attacks with Tracer configuration.

5 CP +4 12R Autofire attack, 6d6+5 ballistic damage

4 CP +4 6R Burst attack, 9d6+5 ballistic damage

3 CP +2 12R Sprayfire attack, 10d6+5 ballistic damage

3 CP +4 18R Sweepfire attack, 6d6+5 ballistic damage, 40ft cone

†Stun Grenade (Ranged)

10ft (25ft blast radius)

5 CP +7 Throw attack, special damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort+7 | Ref+4 | Will+5

Armor

††Forced Entry Unit (21/Ballistic, Ba. Piercing, 10/Piercing, Slashing; AP 225)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

Acrobatics +6 (+11)

Athletics +7 (+12), (+14 with servos)

Drive +5

*Knowledge (Civics) +9

Knowledge (Tactics) +5

Linguistics (GM's choice) +Free

Perception +10 (reduced to +5 for sight-based checks when using infrared goggles)

**§Presence +8 (+10 with uniform)

§Stealth +0 (+5)

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Handgun Specialist (–1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Rifle Specialist (–1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Heavy Armor Proficiency (When the character wears heavy armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Machine Gun Specialist (–1 to CP cost when firing or loading an LMG or GPMG, the Recoil Penalty is reduced by 2, and when firing a LMG or GPMG, the Reflex Saving Throw TN for Autofire is increased to [TN20].)

General Purpose Machine Gunner (Grants proficiency with GPMGs.)

Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Strafe (When making an autofire attack, the character can choose an area of any four 5' squares as long as they are connected. The character gains an additional +2 attack bonus when performing sweepfire attacks.)

Autofire Mastery (The Recoil Penalty of autofire attacks becomes CRP–5, of sprayfire and sweepfire becomes CRP–8, of two round burst fire CRP–1, and of all other round burst fire attacks CRP–2.)

Close Combat Machine Gunner (Character incurs no penalty when firing at an adjacent foe while using an LMG or a GPMG.)

Machine Gun Reloader (Reloading an LMG with a magazine costs 2 CP. Reloading an LMG or GPMG that uses linked ammunition with a new link (belt) costs 3 CP. Refilling a magazine costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 2 CP per clip.)

Organization

Element (3 panzer troopers), team (2 Elements plus 1 leader), or unit (2 Teams)

†Targets caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d6 rounds and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d6 rounds.

††This armor protects the torso, arms, legs, hands, and feet of the wearer, providing DR and Defense to all listed areas. This armor can accept a single set of Armor Plates. With its Custom Fitting upgrade, this armor, when worn by the intended user, grants a +1 maximum Agility (DEX) bonus, a 50% increase in Armor Points, and a +1 equipment bonus to Defense (all included in profile). The Light Limb Protectors grant an additional 5 Armor Points (all included in profile) and increase the armor's weight by 5%.

‡The Custom Fitting upgrade only applies when the armor is worn by the person that the armor was fitted for. The Strength Servos upgrade for this armor requires one coolant pack (of any kind) for every six hours of operation to continue to function properly.

Possessions

Police Uniform, Small Waist Pack, ‡Forced Entry Unit (with Black Camouflage Patterning, Custom Fitting, a Dual Large Coolant Pouch, a Grenade Pouch, Light Limb Protectors [Legs & Feet], Strength Servos, and 5 Utility Pouches), Advanced Ballistic Combat Helmet (with Black Camouflage Patterning, mounted Active Hearing Protection, Gas Mask, and Infrared Goggles), MG42 (with a Bipod, a Buttpad, a Synthetic Stock, and a Tactical Sling), 2 Stun Grenades, 5 100 round linked ammunition belts loaded with 50 FMJ rounds and 50 Tracer rounds (1:1 ratio) of 7.92x57mm Mauser, 2 Standard Coolant Packs, Professional Radio, 4 Zip-tie Handcuffs

Paranoid Tinkerer (Rural) (Character Level 2)

Paranoid Tinkerer (Medium Forest Elf)

BV 12 LVL 2 CHP 11 XHP 17 CP 17

STR	DEX	CON
11	14	12
INT	WIS	CHA
12	12	9

Initiative +2
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-footed 11
BAB +2
Grapple +2

Attack(s)

Unarmed Strike (Melee)
2 CP +3 Light attack, 1d6–3 bludgeoning damage (non-lethal)
3 CP +3 Standard attack, 1d6 bludgeoning damage (non-lethal)
5 CP +3 Heavy attack, 2d6 bludgeoning damage (non-lethal)
10 CP +3 Full attack, 3d6+4 bludgeoning damage (non-lethal)
Survival Knife (Melee)
2 CP +2 Light attack, 1d4–3/14-18 slashing damage
3 CP +2 Standard attack, 1d4/14-18 slashing damage
5 CP +2 Heavy attack, 2d4/14-18 slashing damage
10 CP +2 Full attack, 3d4+4/14-18 slashing damage
Hand Axe (Melee)
3 CP +2 Light attack, 1d6–1/15-18 slashing damage
4 CP +2 Standard attack, 1d6+2/15-18 slashing damage
6 CP +2 Heavy attack, 2d6+2/15-18 slashing damage
11 CP +2 Full attack, 3d6+6/15-18 slashing damage
Spinfusor (Ranged)
55ft, 1r
3 CP +4 Single Shot attack, 2d8 slashing damage
Reach 5'

Fighting Space 5' by 5'
Special Qualities Low-Light Vision
Saves Fort +2 | Ref +4 | Will +2
Armor
Chain Leather Jacket (8/Slashing, 4/Piercing, 2/Bludgeoning; AP 100)
Skills
**Acrobatics +4 (+6)
Athletics +3 (+5)
§Craft (Mechanical) +8
Craft (Structural) +4
Knowledge (Physical Sciences) +6
Perception +4
**Ride +4
Stealth +2 (+4)
Treat Injury +3
Feats
Archaic Weapons Proficiency (Bows) (Grants proficiency with the chosen class of weaponry.)
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)
Skill Focus (Athletics)
Archery Specialist (–2 to CP cost when attacking with a bow, crossbow, or speargun.)
Light Armor Proficiency (When the character wears light armor, they can add the armor’s equipment bonus to their DEF, and the armor’s skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Hobbyist (Craft (Mechanical) and Craft (Structural))
Organization
Solitary

Possessions

Casual Clothes (Mild Weather), 2 Small Waist Packs, Backpack, Chain Leather Jacket, Survival Knife, Hand Axe, Spinfusor (with a Patrol Sling), Concealed Sheath, Tactical Sheath, 10 Spinfusor Blades, Canteen (Good Quality Water), 3 Civilian MREs

Smuggler (Criminal) (Character Level 2)

Smuggler (Medium Hill Dwarf)

BV11 LVL2 CHP18 XHP16 CP12

STR	DEX	CON
13	14	13
INT	WIS	CHA
11	10	12

Initiative +2
Defense 13 (+1 Armor, +2 DEX)
Touch 12 | Flat-footed 11
BAB +2
Grapple +3

Attack(s)

Hand Axe (Melee)
2 CP +3 Light attack, 1d6+3/15-18 slashing damage
3 CP +3 Standard attack, 1d6+6/15-18 slashing damage
5 CP +3 Heavy attack, 2d6+6/15-18 slashing damage
10 CP +3 Full attack, 3d6+10/15-18 slashing damage
†M6B (Ranged) (.28 Caseless) (PA)
25ft, 12r
4 CP +6 Single Shot attack, 1d12+3 ballistic damage
3 CP +0 Potshot attack, 1d12+3 ballistic damage
5 CP +3 Double Tap attack, 2d12+3 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort+3 | Ref+2 | Will+2
Armor
Brawler's Jacket (4/Bludgeoning, 2/Slashing; AP 28)
Skills
Acrobatics +5 (+6)
Athletics +4 (+5)

§Drive +4
Linguistics (Trade Bant Simp.) +1
**Knowledge (Streetwise) +8
Perception +4
**Stealth +8 (+9)

Feats
Archaic Weapons Proficiency (Axes) (Grants proficiency with the chosen class of weaponry.)
Favored Type (Slashing) (The character gains a +3 damage bonus on all damage rolls made using a weapon with the chosen type of damage.)
Personal Firearms Proficiency (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)
Skill Focus (Stealth)
Skill Focus (Knowledge (Streetwise))

Organization
Solitary

†The equipped grip sight, when activated, grants a +1 attack bonus to all single shot attack rolls and a +2 attack bonus to all potshot attack rolls made against any target within the first range increment. With the compact barrel upgrade this firearm grants a +5 Stealth check bonus for concealment.

Possessions

Casual Clothes (for appropriate temperature range), Brawler's Jacket, Hand Axe, M6B (with a Compact Barrel, a Grip Sight, and a permanent Tactical Flashlight), Concealed Carry Holster, Tactical Sheath, 4 12 round M6/M7 series magazines loaded with 12 rounds of .28 Caseless FMJ, Penlight, Multipurpose Tool, 1d6 WP in cash

Urban Freelancer (Adventurer) (Character Level 3)

Urban Freelancer (Medium Plains Orc)

BV 38 LVL 3 CHP 16 XHP 20 CP 14 (2 to begin moving)

STR	DEX	CON
14	12	13
INT	WIS	CHA
10	12	9

Initiative +1
Defense 13 (+2 Armor, +1 DEX)
Touch 11 | Flat-footed 12
BAB +3
Grapple +5

Attack(s)

Unarmed Strike (Melee)
2 CP +5 Light attack, 1d4-1 bludgeoning damage (lethal or non-lethal)
3 CP +5 Standard attack, 1d4+2 bludgeoning damage (lethal or non-lethal)
5 CP +5 Heavy attack, 2d4+2 bludgeoning damage (lethal or non-lethal)
10 CP +5 Full attack, 3d4+6 bludgeoning damage (lethal or non-lethal)
Field Knife (Melee)
3 CP +5 Light attack, 2d3-1/14-18 slashing damage
4 CP +5 Standard attack, 2d3+2/14-18 slashing damage
6 CP +5 Heavy attack, 3d3+2/14-18 slashing damage
11 CP +5 Full attack, 4d3+6/14-18 slashing damage
AK-104 (Ranged) (7.62x39mm) (SL/Auto(M))
55ft, 30r
4 CP +5 Single Shot attack, 4d6+2 ballistic damage
2 CP -1 Potshot attack, 4d6+2 ballistic damage
5 CP +5 Double Tap attack, 6d6+2 ballistic damage
5 CP +5 10R Autofire attack, 4d6+2 ballistic damage
4 CP +5 5R Burst attack, 7d6+2 ballistic damage
3 CP +1 10R Sprayfire attack, 8d6+2 ballistic damage
3 CP +1 15R Sweepfire attack, 4d6+2 ballistic damage, 25ft cone
Glock 40 (Ranged) (10mm Auto) (PA)
50ft, 15r, -1 penalty to Stealth checks to hide this weapon.
5 CP +5 Single Shot attack, 2d6+4 ballistic damage
4 CP -1 Potshot attack, 2d6+4 ballistic damage
6 CP +4 Double Tap attack, 3d6+4 ballistic damage

Reach 5'
Fighting Space 5' by 5'
Saves Fort+4 | Ref+3 | Will+2
Armor

Motorcycle Jacket (2/Slashing; AP 10)
Concealable Fight Vest (7/Piercing, Slashing, 4/Bludgeoning, 2/Ballistic; AP 50)
Motorcycle Helmet (6/Bludgeoning, Slashing; AP 12)

Skills
**Acrobatics +6 (+8)
**Athletics +6 (+8)
\$Drive +5
Knowledge (Streetwise) +7
Linguistics (GM's choice) +1
Perception +5
Presence +3
Technology Use +4

Feats
Combat Martial Arts (Character deals non-lethal damage equal to 1d4+POW modifier, unarmed attacks count as armed, meaning opponents do not get AoO when character attacks them unarmed. Character may make AoO against opponents who provoke such attacks. The character takes no penalty when performing lethal unarmed strikes. Any feat that increases unarmed attack damage can be used for lethal or non-lethal attacks.)
Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)
Light Armor Proficiency (When the character wears light armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)
Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)
Autofire Proficiency (The total Recoil Penalty is reduced by 4 when performing autofire attacks, by 1 when performing bump fire attacks, and by 3 when performing sweepfire and sprayfire attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)
Burst Fire Proficiency (The total Recoil Penalty is reduced by 2 when performing burst fire attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)
Skill Focus (Drive)
Organization
Solitary or pair

Possessions

Casual Clothes, 2 Small Waist Packs, Concealable Fight Vest, Motorcycle Jacket, Motorcycle Helmet, Field Knife, AK-104 (with a Bayonet Lug, a Fixed Folding Stock, a Tactical Flashlight, a Tactical Sling, and a Threaded Barrel), Glock 40, 4 30 round 7.62 AK magazines loaded with 30 rounds of 7.62x39mm FMJ (Double Magazine Clip Upgrade), 3 15 round Glock 29 magazines loaded with 15 rounds of 10mm Auto FMJ, Tactical Holster/Caddy, Tactical Sheath, High-end Smartphone, Professional Radio, Penlight, Standard Motorcycle

Wandering Ranger (Adventurer) (Character Level 4)

Wandering Ranger (Medium Human/Terran)

BV 26 LVL 4 CHP 15 XHP 26 CP 15 (2 to begin moving)

STR	DEX	CON
15	12	13
INT	WIS	CHA
11	14	10

Initiative +1

Defense 14 (+3 Armor, +1 DEX)

Touch 11 | Flat-Footed 13

BAB +4

Grapple +6

Attack(s)

Unarmed Strike (Melee)

- 2 CP +7 Light attack, 1d6+1 bludgeoning damage (non-lethal)
- 3 CP +7 Standard attack, 1d6+2 bludgeoning damage (non-lethal)
- 5 CP +7 Heavy attack, 2d6+2 bludgeoning damage (non-lethal)
- 10 CP +7 Full attack, 3d6+6 bludgeoning damage (non-lethal)

Combat Knife (Melee)

- 2 CP +6 Light attack, 1d4+1/14-18 piercing damage
- 3 CP +6 Standard attack, 1d4+2/14-18 piercing damage
- 5 CP +6 Heavy attack, 2d4+2/14-18 piercing damage
- 10 CP +6 Full attack, 3d4+6/14-18 piercing damage

†Magnum Research BFR (Ranged) (.45-70 Government) (SA) (+1 Mastercraft)

55ft, 5r, +1 CP used for all Single Shot and Potshot attacks, not affected by Error Range due to ammunition.

- 5 CP +8 Single Shot attack, 3d10+2 ballistic damage (JHP)
- 4 CP +2 Potshot attack, 3d10+2 ballistic damage (JHP)
- 4 CP +6 2R Fan attack, 5d10+2 ballistic damage (JHP)
- 5 CP +4 3R Fan attack, 6d10+2 ballistic damage (JHP)

Winchester 1886 Rifle (Ranged) (.45-70 Government) (Lever)

85ft, 9r, attacks cost +3 CP when firing from a Prone position, -1 CP when performing Single Shot and Potshot attacks, not affected by Error Range due to ammunition.

- 5 CP +6 Single Shot attack, 3d10 ballistic damage
- 1 CP +0 Potshot attack, 3d10 ballistic damage
- 5 CP +6 Double Tap attack, 5d10 ballistic damage

Reach 5'

Fighting Space 5' by 5'

Saves Fort +4 | Ref +3 | Will +4

Armor

Light Duty Vest (12/Ballistic, Bludgeoning, 3/Slashing; AP 60)

Advanced Ballistic Combat Helmet (5/Ballistic, Ba. Piercing, Bludgeoning, Slashing; AP 30)

Skills

**Acrobatics +7 (+10)

**Athletics +7 (+10)

Knowledge (Streetwise) +3

Knowledge (Tactics) +4

Linguistics (GM's choice) +Free

Perception +8 (reduced to +3 for sight-based checks when using night-vision goggles)

Presence +2

§Stealth +3 (+6)

Treat Injury +6

Feats

Brawl (+1 bonus when making an unarmed attack, deal non-lethal bludgeoning damage equal to 1d6+STR modifier.)

Personal Firearms Proficiency (Grants proficiency with modern personal firearms, user may reload firearms and receive bonuses from firearm upgrades.)

Handgun Specialist (-1 to CP cost when firing a holdout, backup, full-size, target handgun, or machine pistol, +1 bonus to all attacks with these firearms.)

Rifle Specialist (-1 to CP cost when attacking with an assault, battle, carbine, or target rifle, or SMG, +1 bonus to all attacks with these firearms.)

Medium Armor Proficiency (When the character wears medium armor, they can add the armor's equipment bonus to their DEF, and the armor's skill penalty only applies to the following skills: Acrobatics, Athletics, and Stealth.)

Manual Action Quickshot (User may perform double tap attacks with lever and pump action firearms.)

Point Blank Shot (Characters wielding a firearm threaten adjacent squares and can use their firearm to make attacks of opportunity, these attacks are potshots and take the normal penalty for potshot attacks, this attack does not provoke Attacks of Opportunity. When performing a potshot attack with any weapon without a stock, or with an integral, fixed folding stock, or folding stock in the folded position within 30 feet, the CP cost is 1 less.)

Double Tap Proficiency (The character's total Recoil Penalty is reduced by 2 when performing double tap attacks. This reduction is calculated after the Attack Recoil Penalty and the Caliber Recoil Penalty.)

Fanning Proficiency (The total Recoil Penalty is reduced by 2 when performing fanning attacks. This reduction is calculated after the attack Recoil Penalty and the Caliber Recoil Penalty.)

Rifle and SMG Reloader (Reloading any rifle or SMG with a magazine or full stripper clip costs 2 CP. Reloading any rifle or SMG from loose rounds or refilling a magazine or stripper clip costs 1 CP per round loaded. Refilling a magazine with a stripper clip costs 1 CP per clip. Once per round, the character may reload a single round into a bolt action or sniper rifle for no CP, ejecting the chambered round on the ground.)

Organization

Solitary

†The bonuses granted by this weapon's Custom Grip upgrade applies only when used by this character (see pg. 167 of the Core Rulebook for more details). Add a +5 bonus to Presence checks due to the Detailing upgrade when a target has a line of sight and can see this weapon (see pg. 167 of the Core Rulebook for more details).

Possessions

Fatigues (Mild Weather), oiled leather duster (counts as Overcoat), 2 Small Waist Packs, 2 Gas Mask Filters (specific poison protection is the GM's choice), Light Duty Vest (with 3 Cartridge Loop upgrades and a Utility Pouch), Advanced Ballistic Combat Helmet (with mounted Active Hearing Protection, Gas Mask, and Night Vision Goggles), Combat Knife, Winchester 1886 Rifle (with a Stock Ammunition Holder, a Fixed Stock, and a Patrol Sling), Magnum Research BFR (with a Ported Barrel, Detailing, and a Custom Grip (counts as a Small firearm when using)), Concealed Sheath, Single Holster Gunbelt, 42 loose rounds of .45-70 Government FMJ, 24 loose rounds of .45-70 Government JHP (3d10+2/3d10-2 ballistic damage against unarmored/Ba. armored), 12 loose rounds of .45-70 Government SJSP (4d10/2d10 ballistic damage against unarmored/Ba. armored), Canteen, Foodpod, Biofoam, 3 StikSticks pre-filled with Stim, 4 Field Dressings, 2 Tourniquets

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